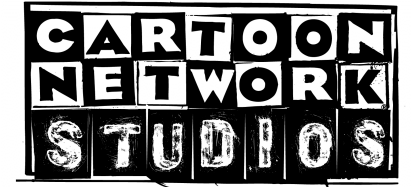




“Betty”  
1014-155  
Original Board



Date 05/16/13



Board Team Final 05/16/13



Network Approval Board



Record Board



Animatic Scan Board



Conformed Board



Design Board



Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Nate Cash

Storyboard by  
Jesse Moynihan  
& Ako Castuera

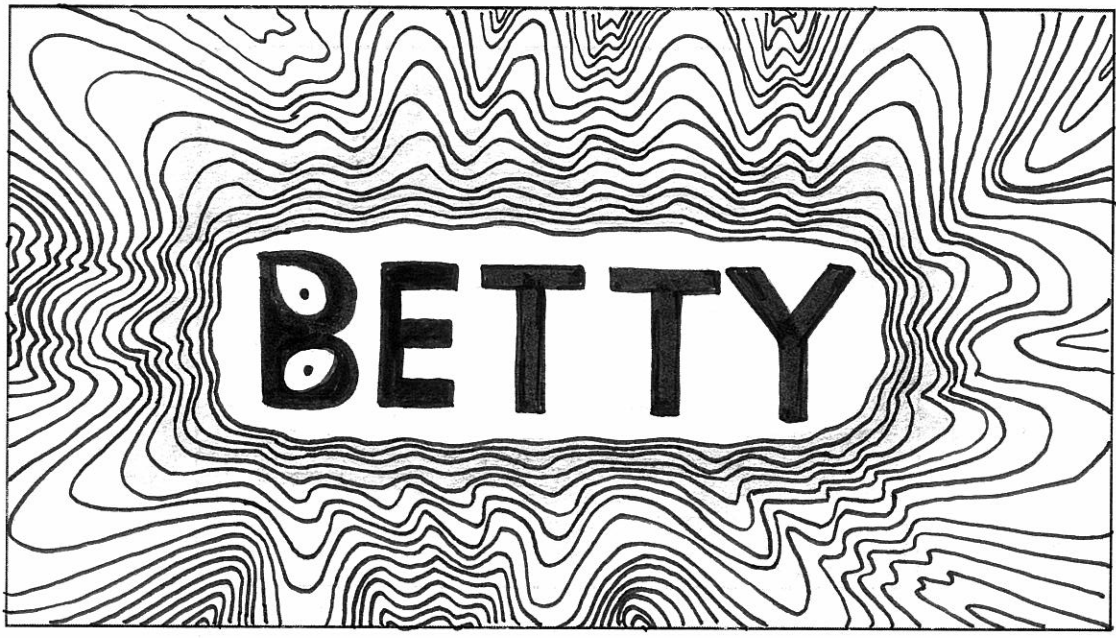
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ADVENTURE TIME

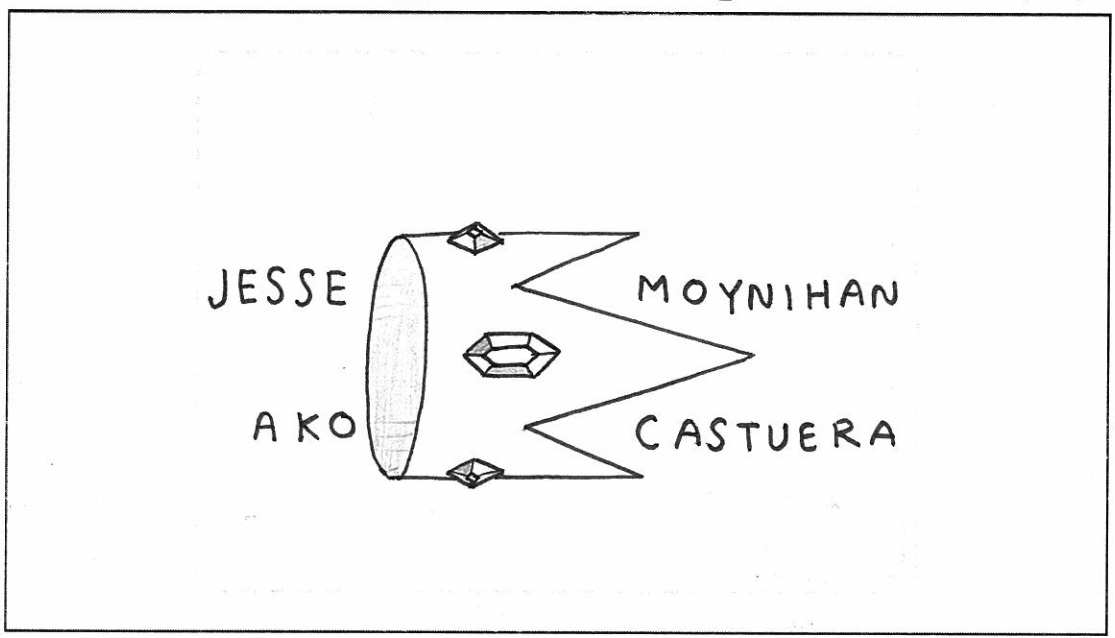


Page \_\_\_\_\_

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

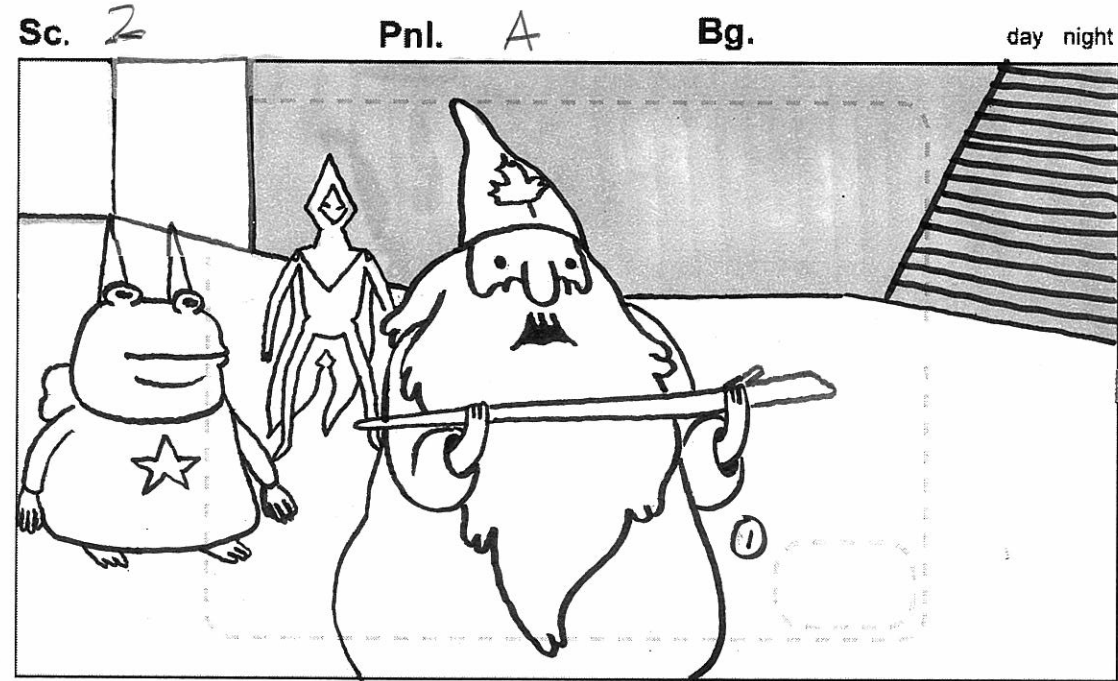
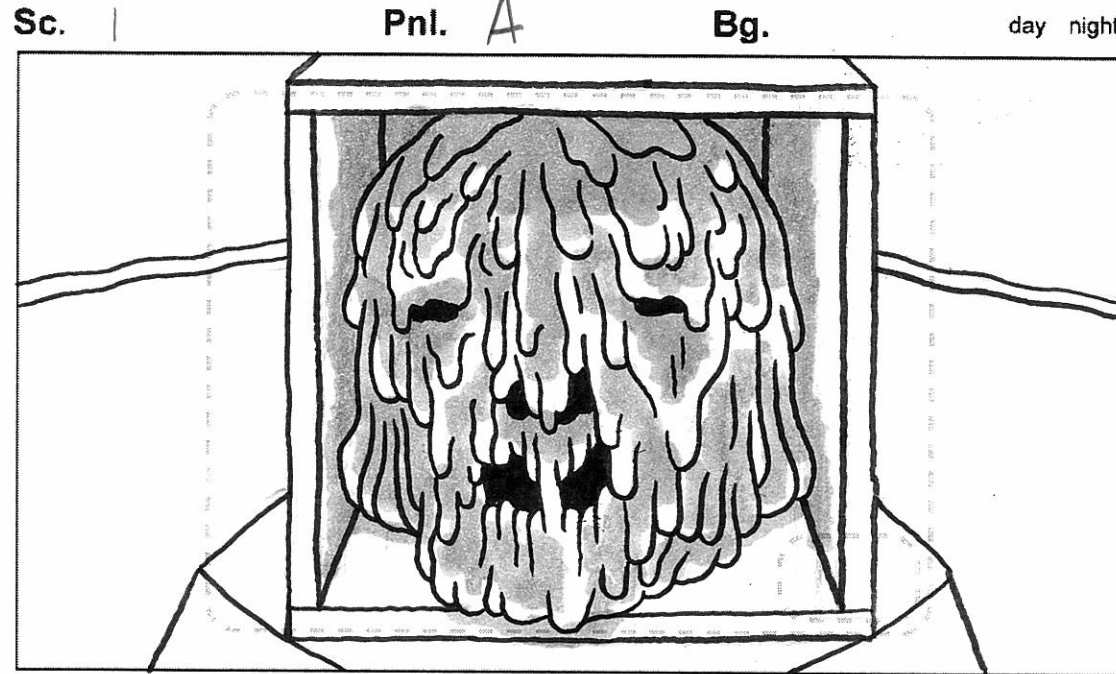
EPISODE # 1014-155  
Production :



# ADVENTURE TIME



Page 1



Dialog: Bella Nochi / Have you obtained the Staff of Stranson Doughblow?

Forest Wizard / ① Yes Bella Nochi. We procured the staff using the ② full extent of our wizardy ways.

Action:

Timing:



1014-155

EPISODE #

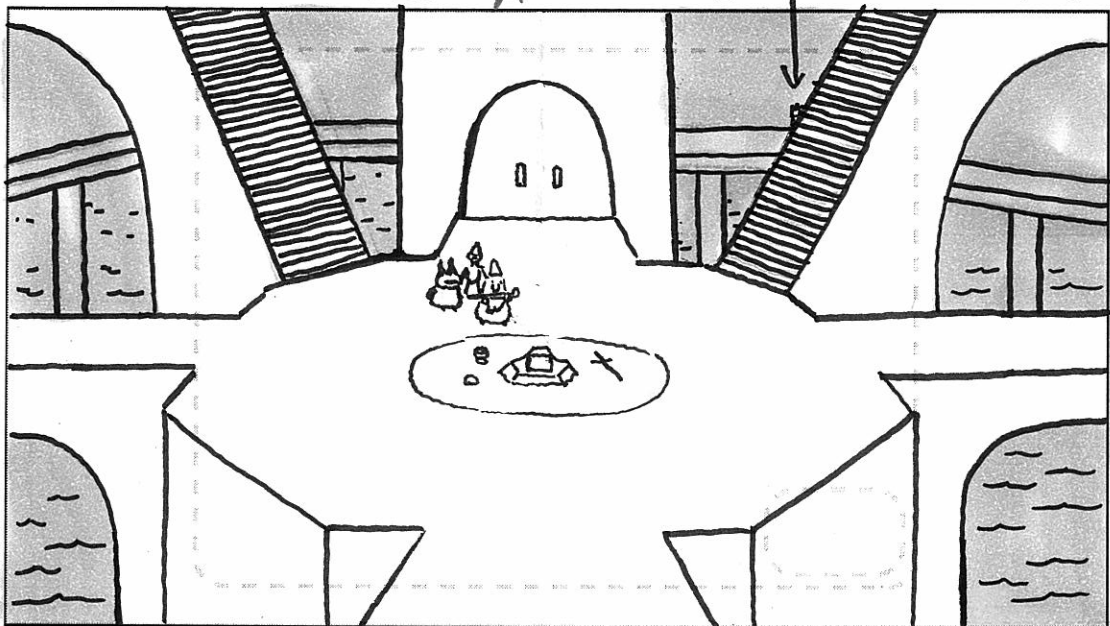
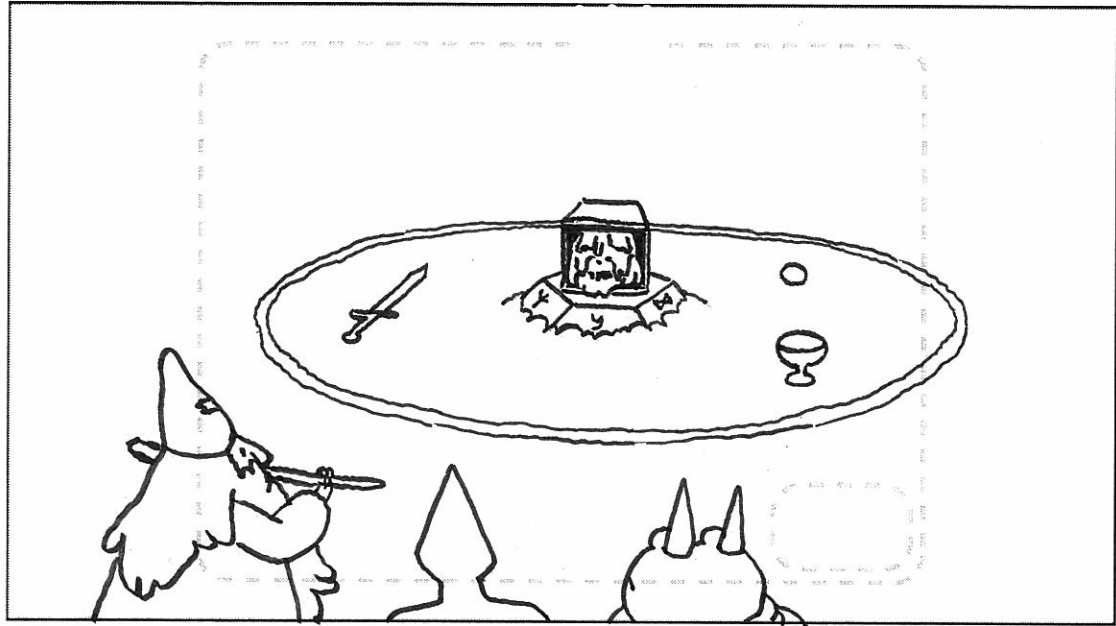
Production :

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ADVENTURE TIME



Sc. 3 Pnl. A Bg. day night Sc. 4 Pnl. A Bg. ice king day night



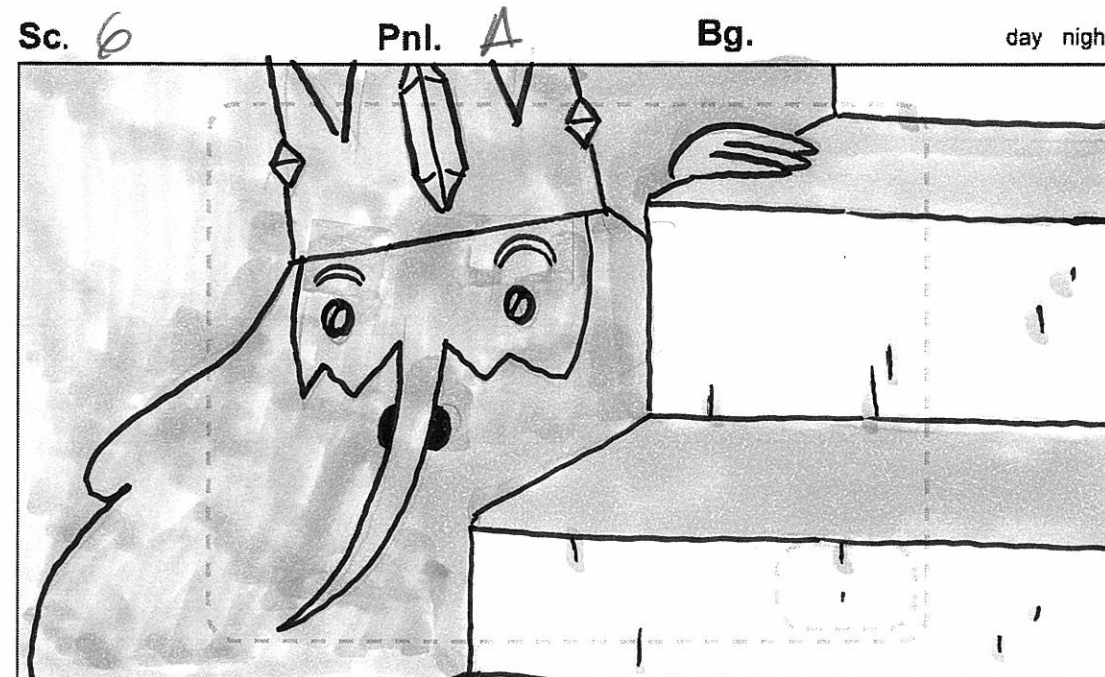
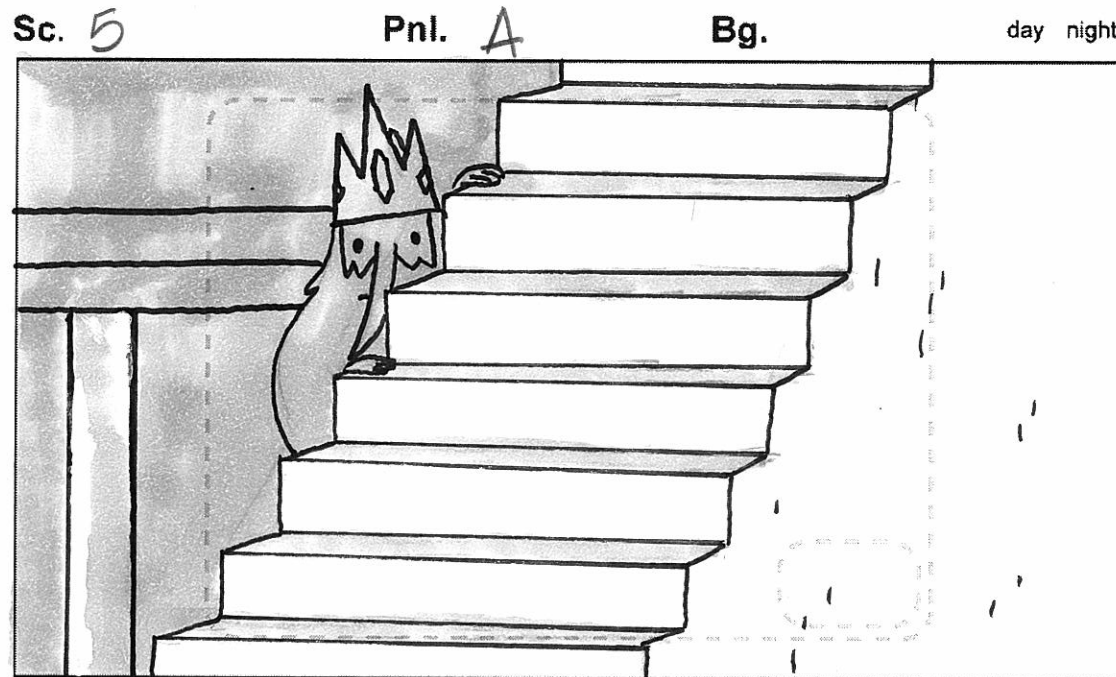
Dialog:	Bella / Then the time has come —————→ to reveal my TRUE form
Action:	
Timing:	

EPISODE # 1014-155  
Production :

# ADVENTURE TIME



Page 3



Dialog: BN/ - and when I materialize -

IK (whisper)/This striz is going down man!  
BN(cont)/on this plane of existence -

Action:

Timing:

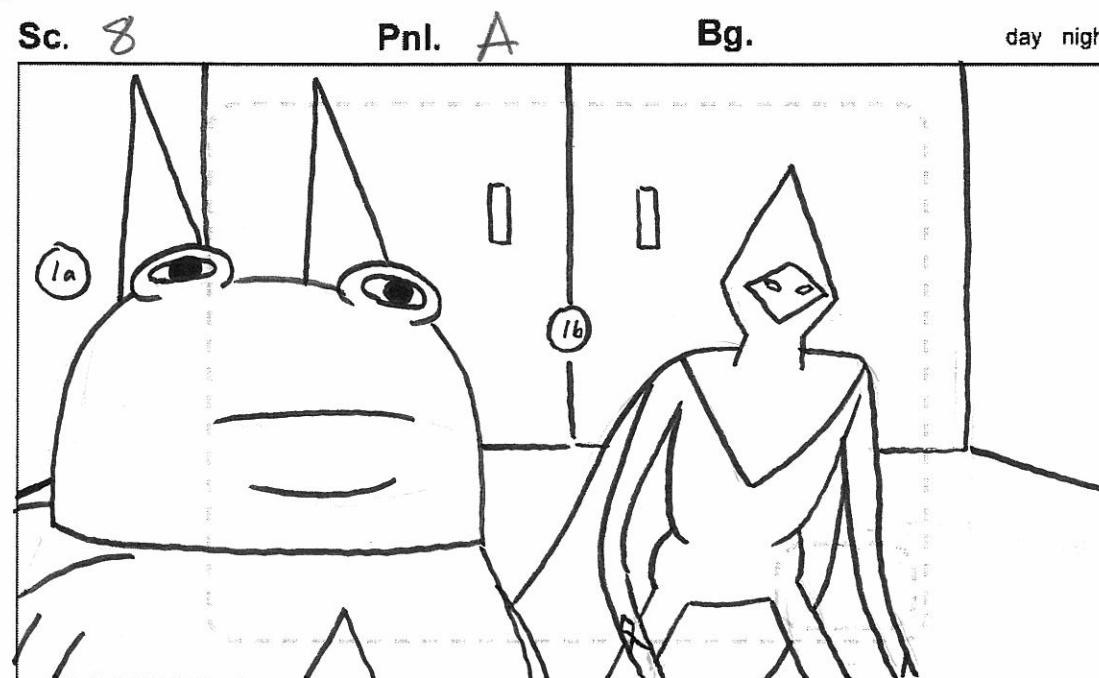
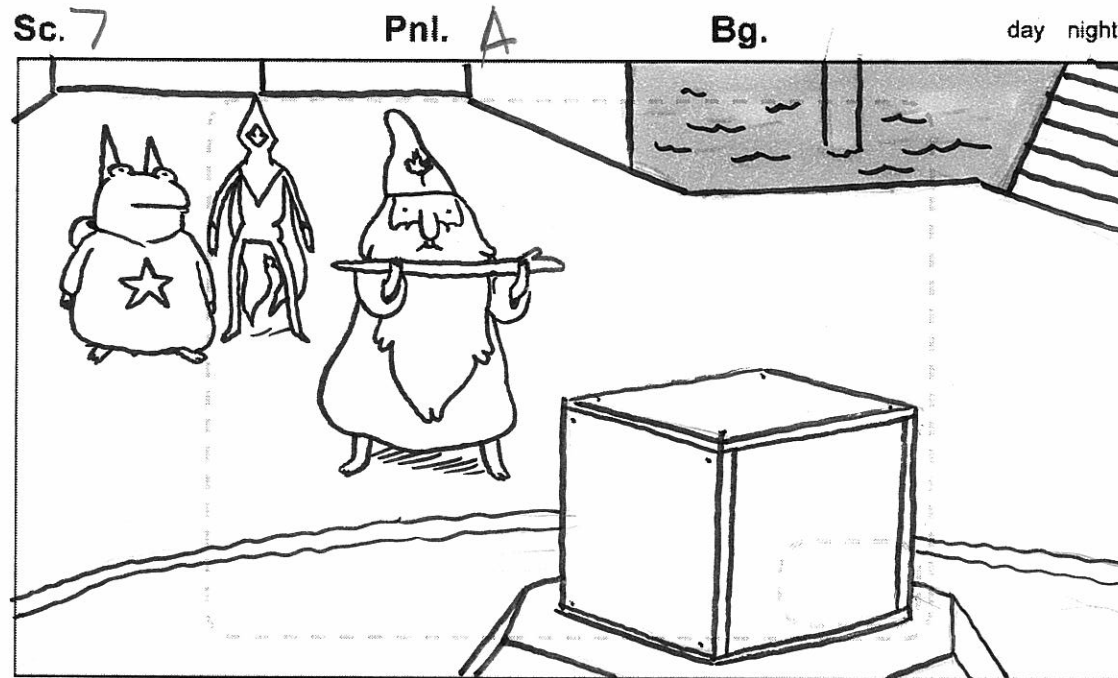
EPISODE # 1014-155

Production :

# ADVENTURE TIME



Page 4

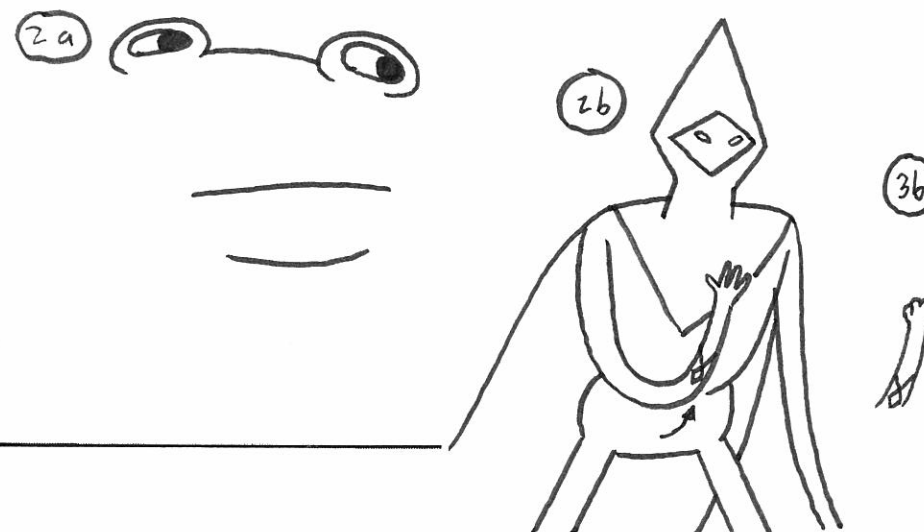


Dialog: BN1 - YOU WILL relieve your end of the deal.

Laser Wiz/ ① The lost system of ② Antideluvian magick ③

Action:

Timing:



EPISODE # 1014-155

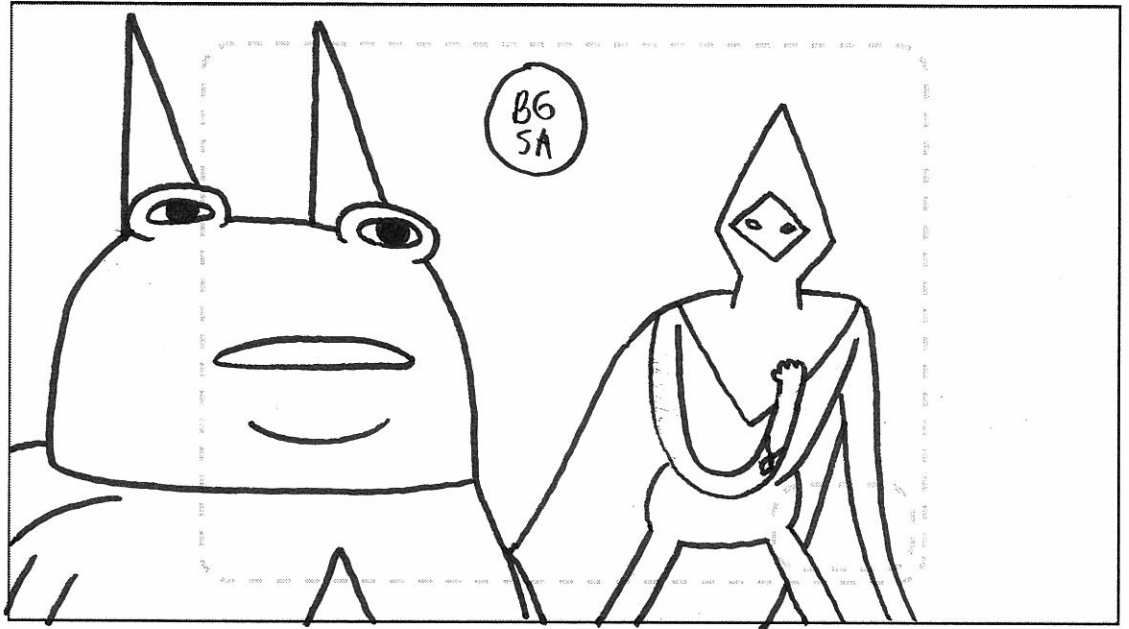
Production :

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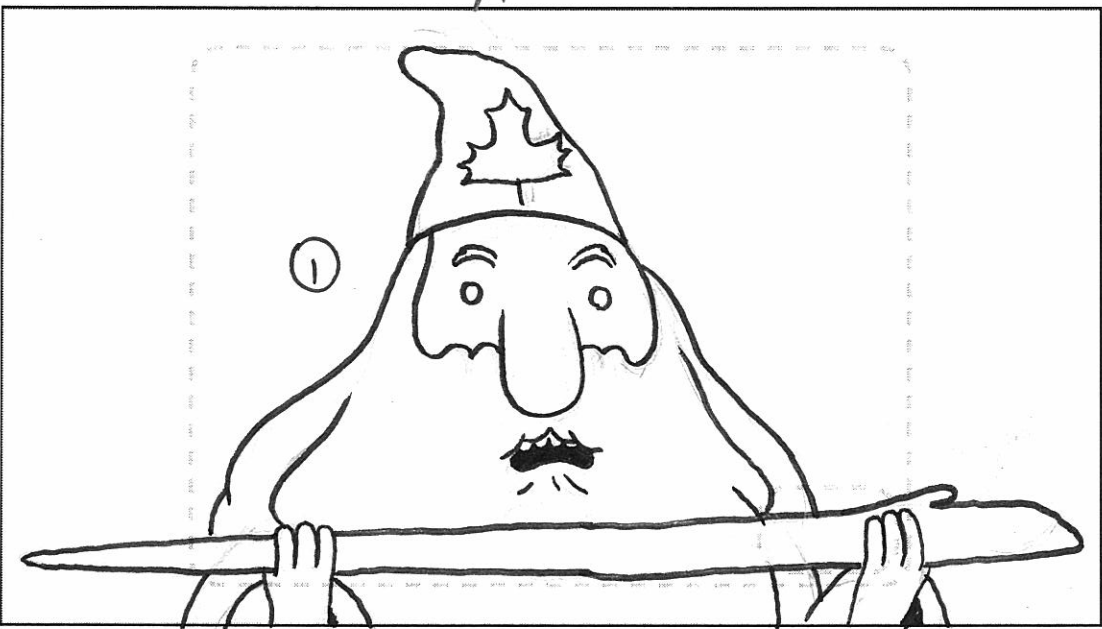
# ADVENTURE TIME



Sc. 8 Pnl. B Bg. day night



Sc. 9 Pnl. A Bg. day night

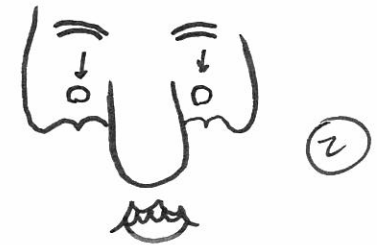


Dialog: Bufo/ The tightest of all wiz biz.

FW/①So right and tight I get @restless leg syndrom about it.

Action:

Timing:



EPISODE # 1014-155

Production :

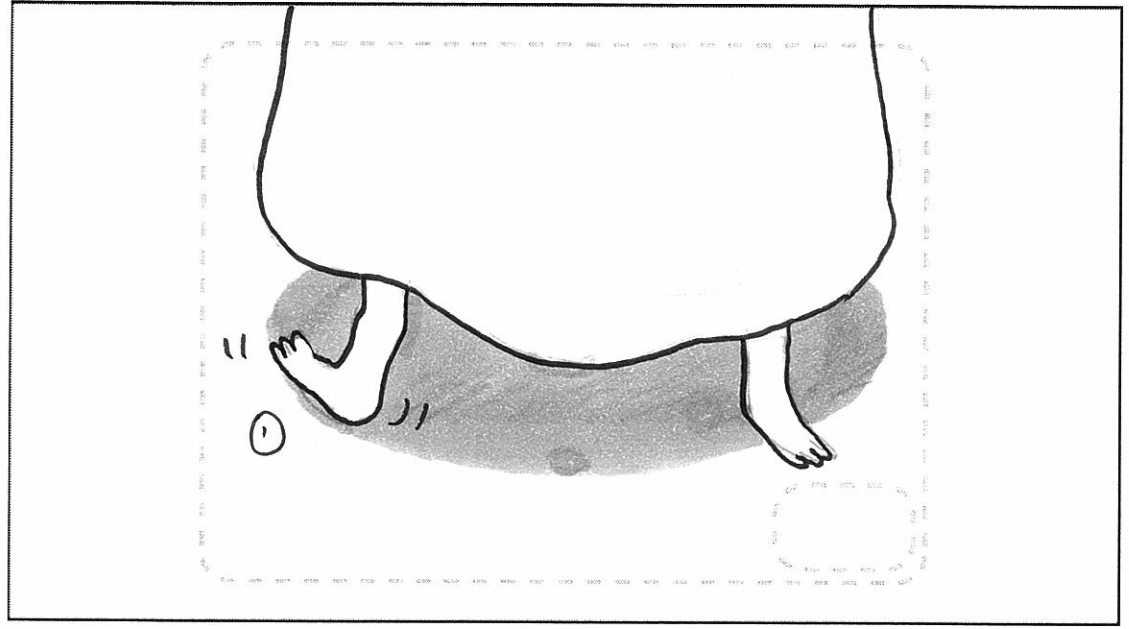


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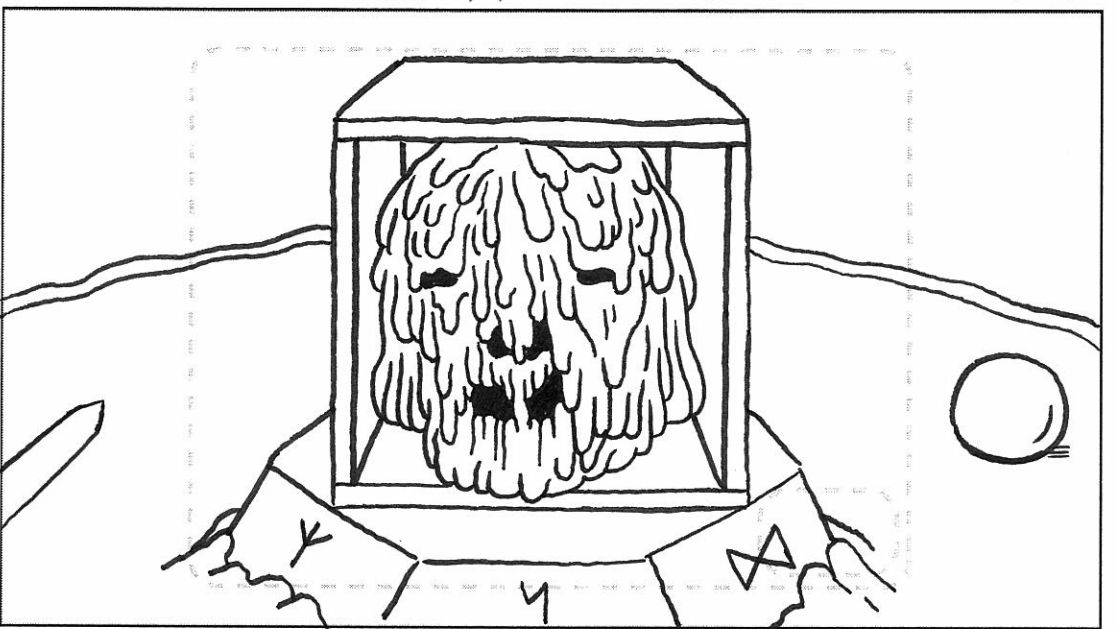
# ADVENTURE TIME



Sc. 10 Pnl. A Bg. day night



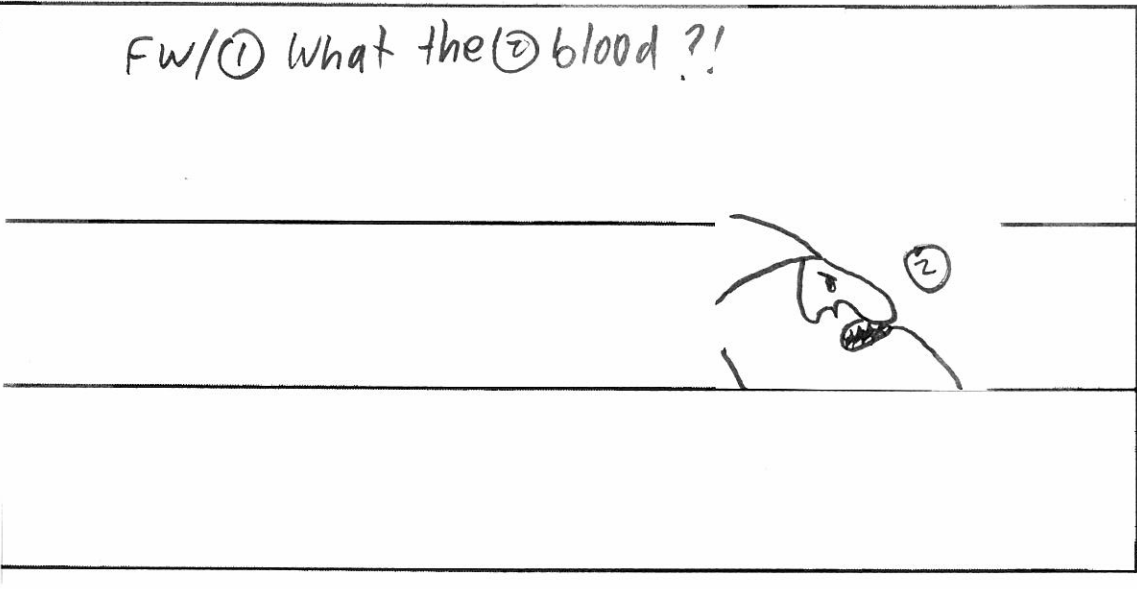
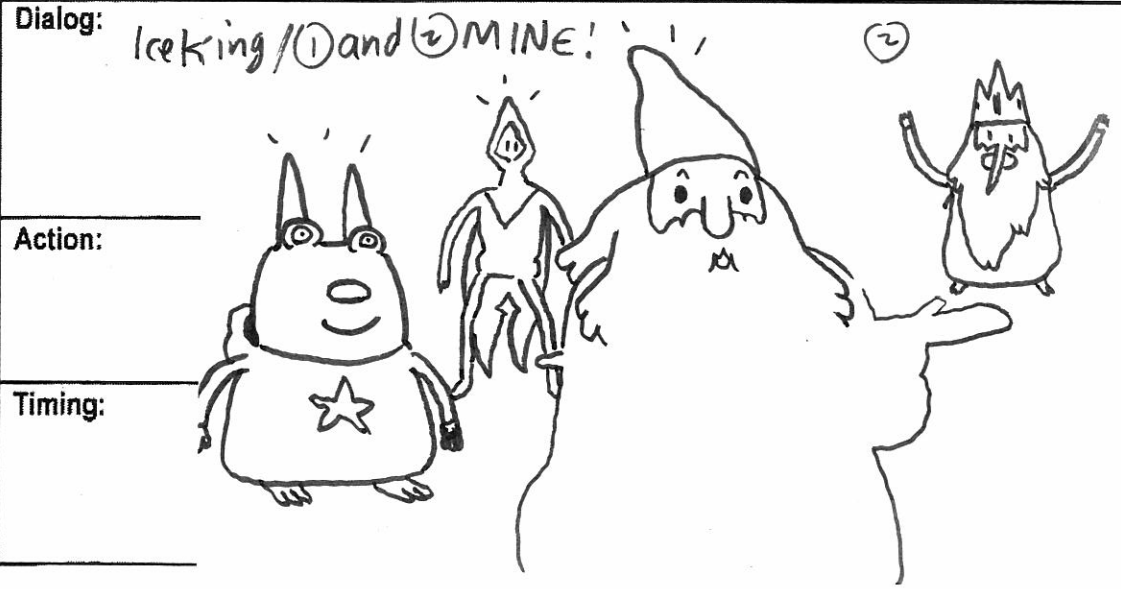
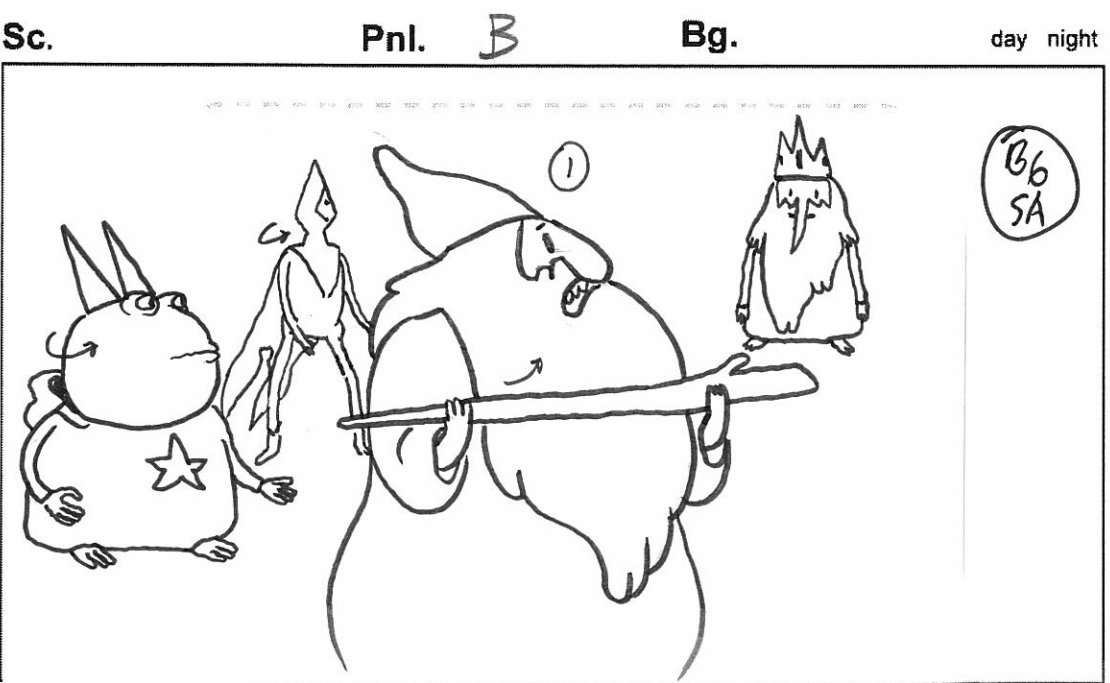
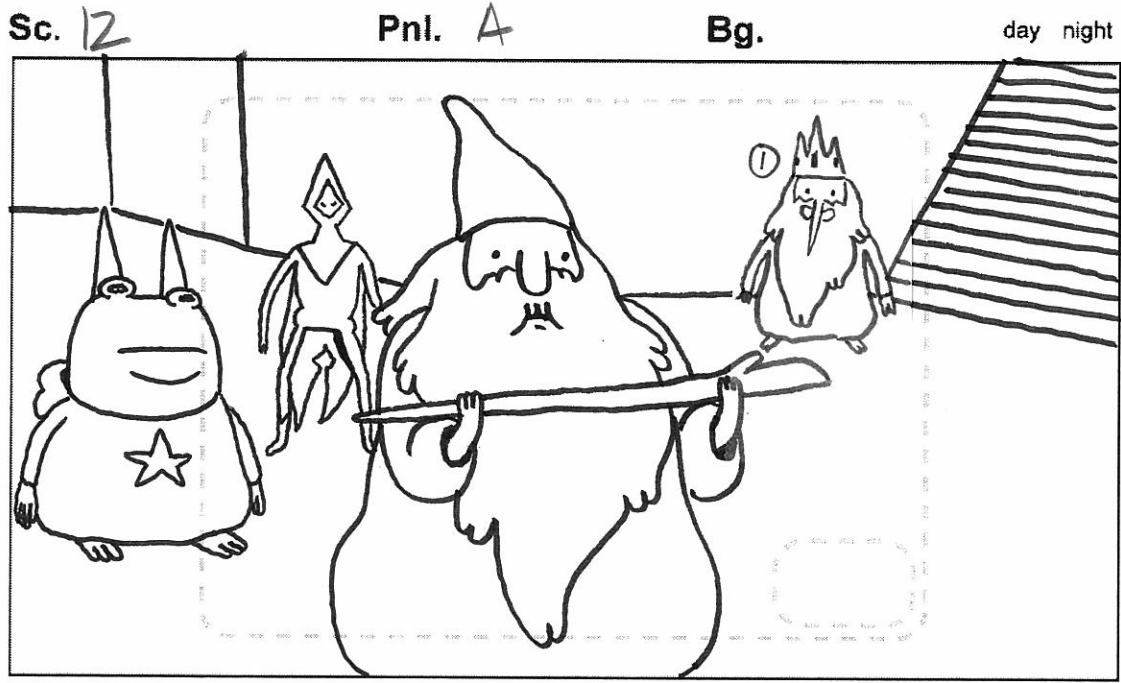
Sc. 11 Pnl. A Bg. day night



Dialog:	Forest w/ LOOK!	Bella Noche! and now it will be yours!
Action:	 Leg spazzing out	
Timing:		

EPISODE # 1014-155  
Production :

ADVENTURE TIME



EPISODE # 1014-155

Production :

ADVENTURE TIME

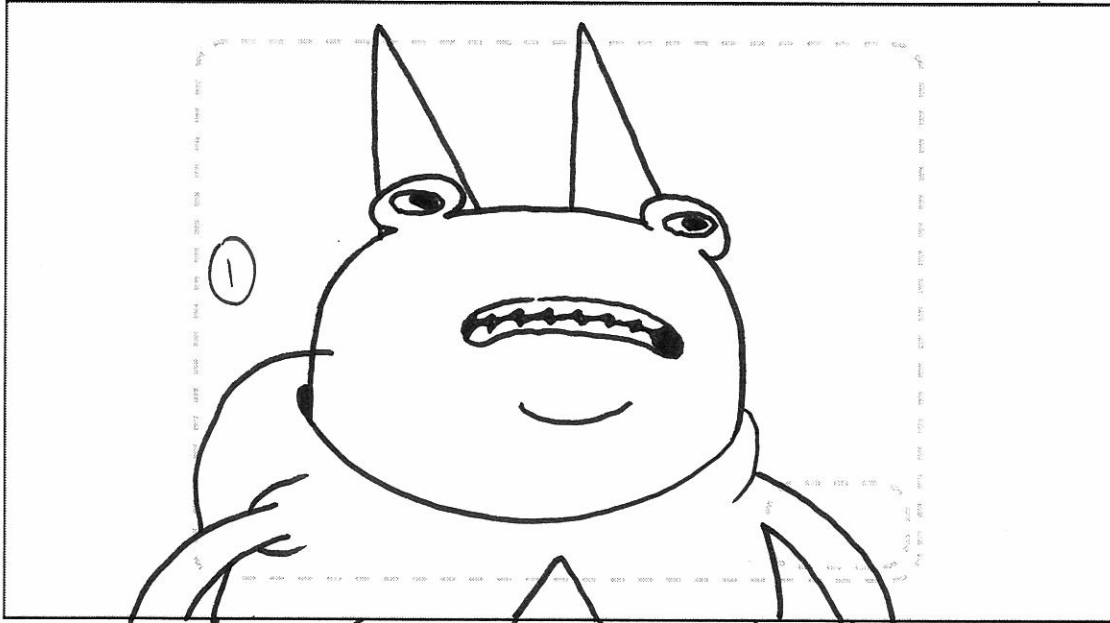


Sc. 13

Pnl. A

Bg.

day night

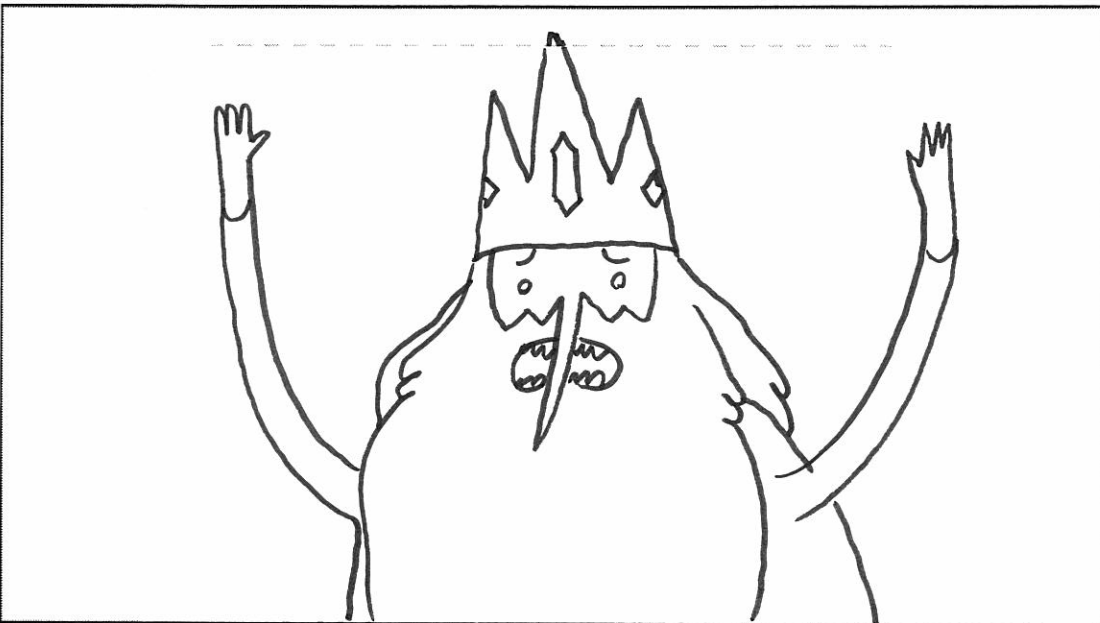


Sc. 14

Pnl. A

Bg.

day night

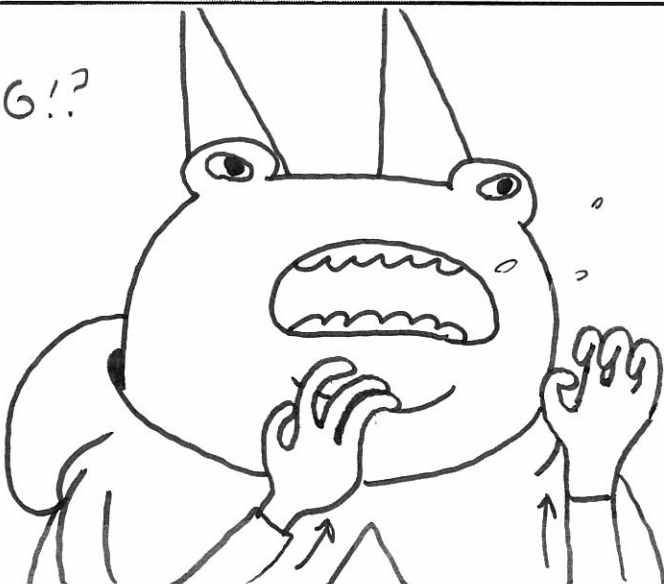


Dialog:

Bvfo/①ICE  
②KING!?

Action:

Timing:



1K/①Listen②dudes


1014-155

EPISODE #

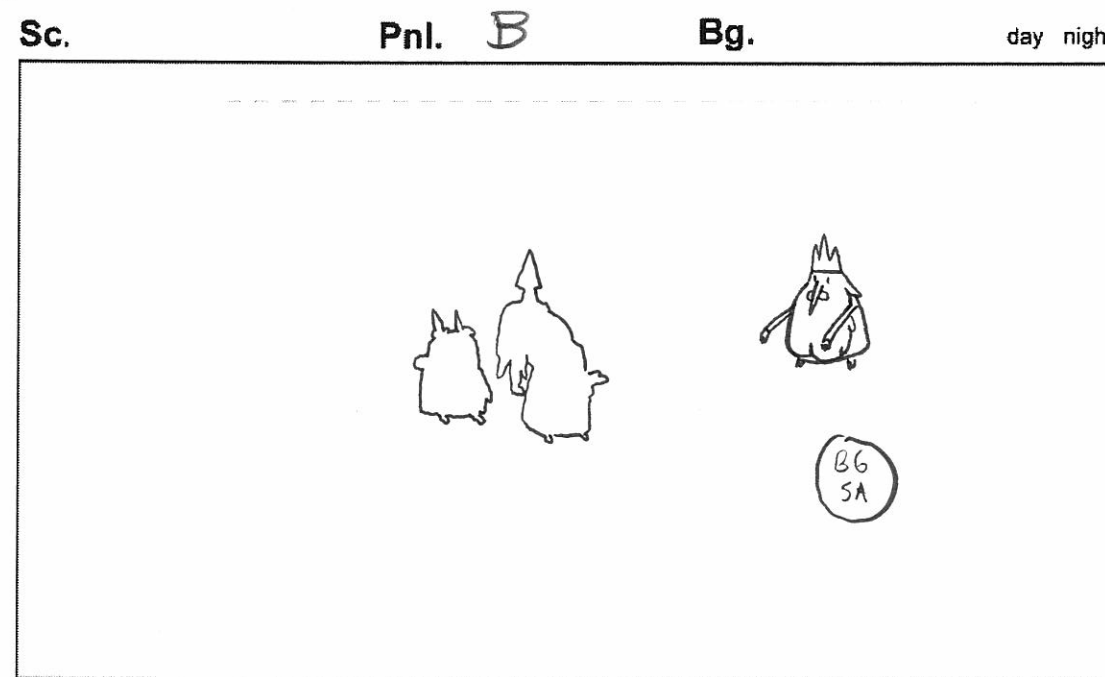
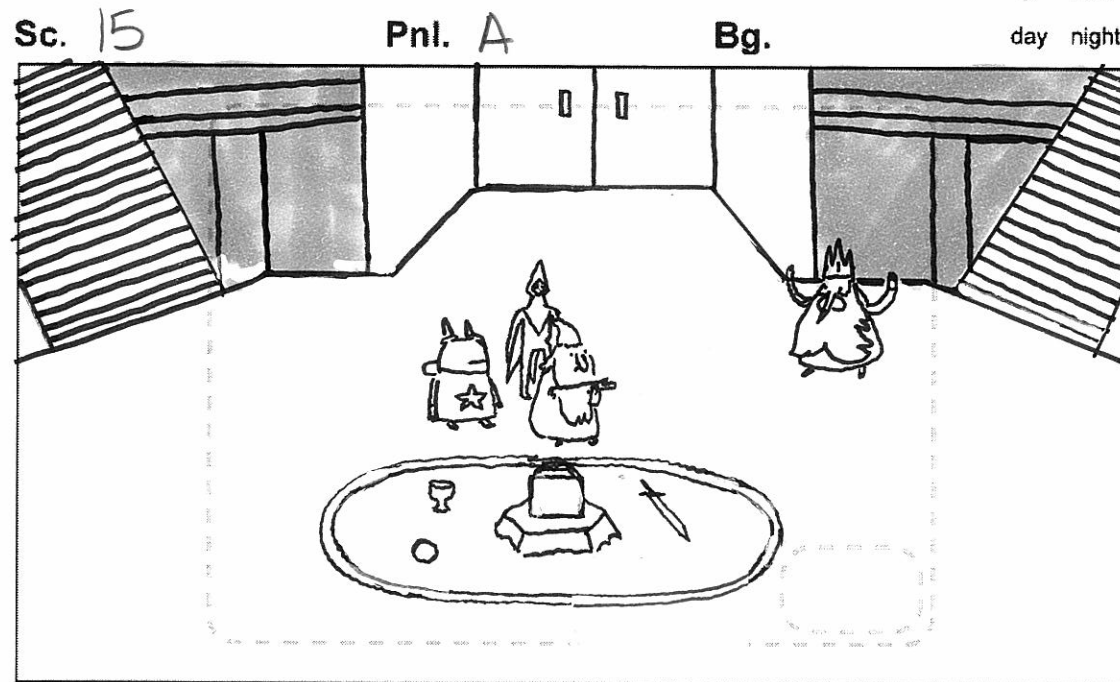
Production :



# ADVENTURE TIME



Page 9



Dialog:

IK / All I want is to be in the club —————> and plus 'up my magic

Action:

Timing:

1014-155

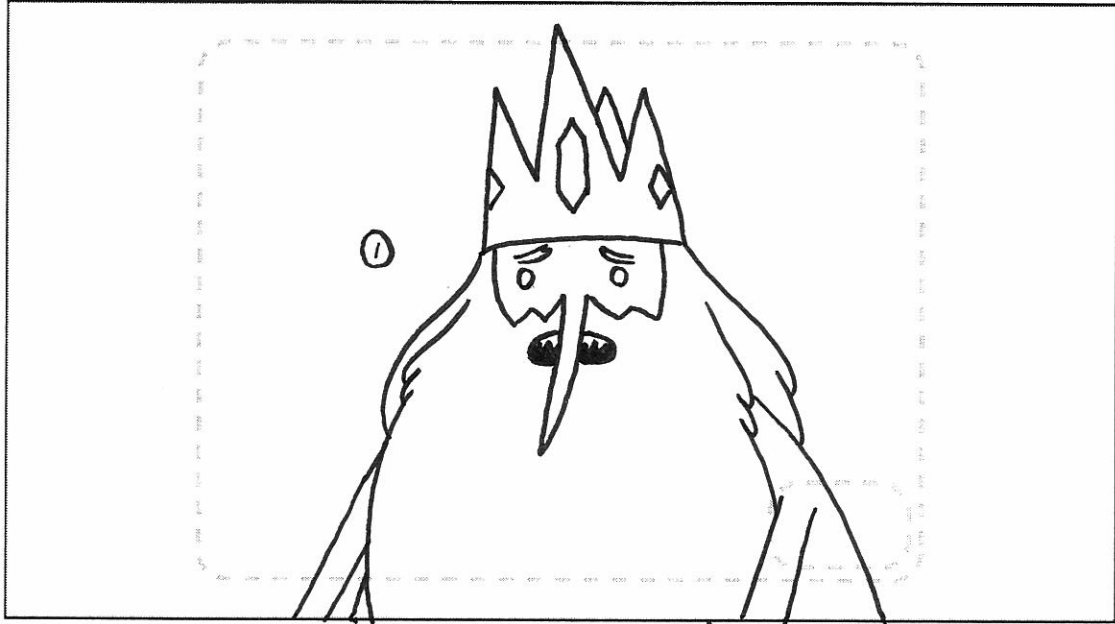
EPISODE #

Production :

ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



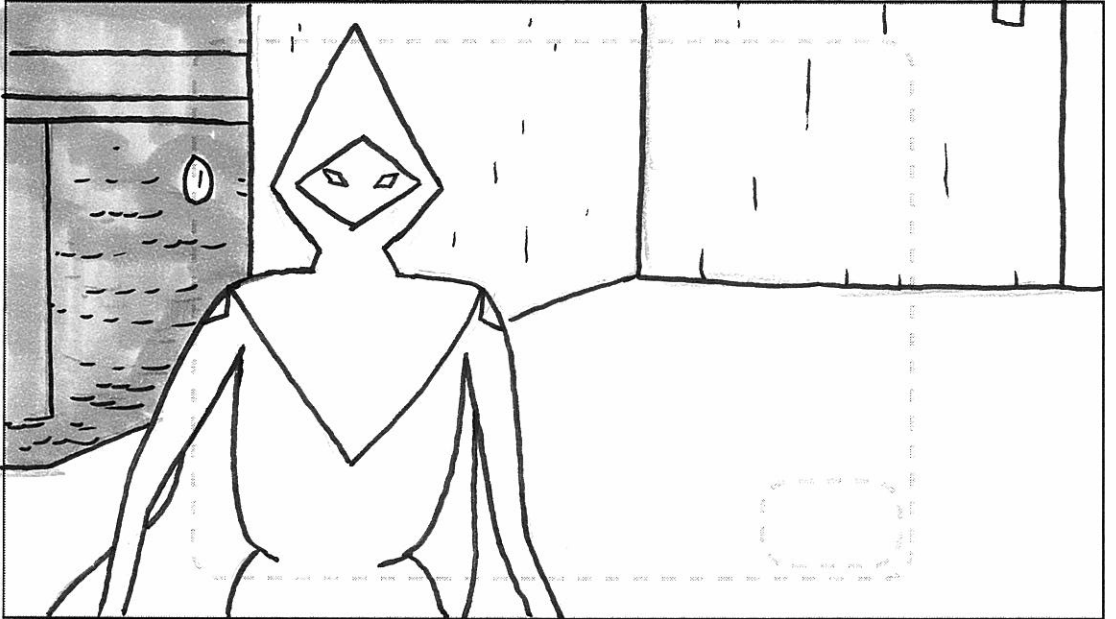
Dialog: ① IK/ What's the  
② problem?

Action:

Timing:



Sc. 17 Pnl. A Bg. day night



LaserWiz@your@LIFE is  
my problem



EPISODE # 1014-155

Production :

# ADVENTURE TIME



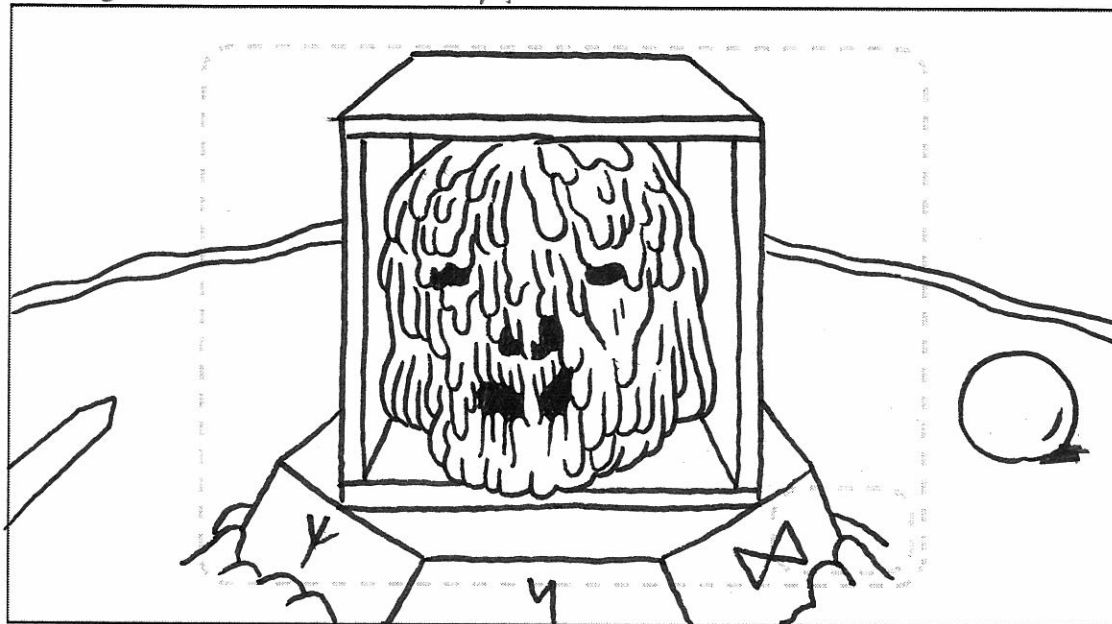
Page 11

Sc. 18

Pnl. A

Bg.

day night

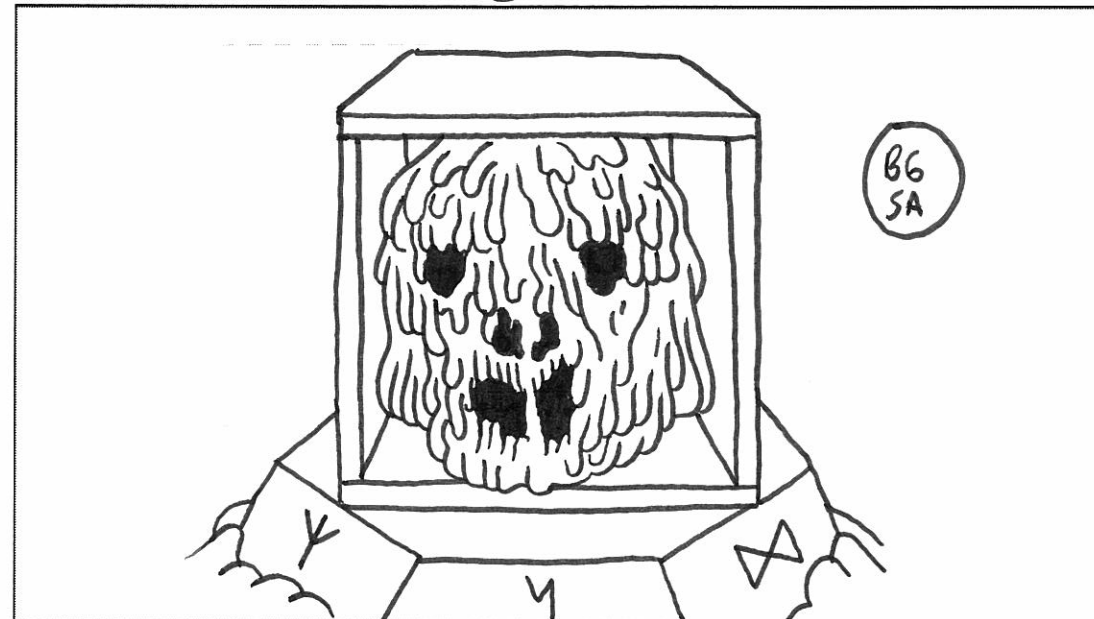


Sc.

Pnl. B

Bg.

day night



Dialog:

Bella Noche / TOO LATE FOOLS !

Bella Noche / Bella Noche emerges !

Action:

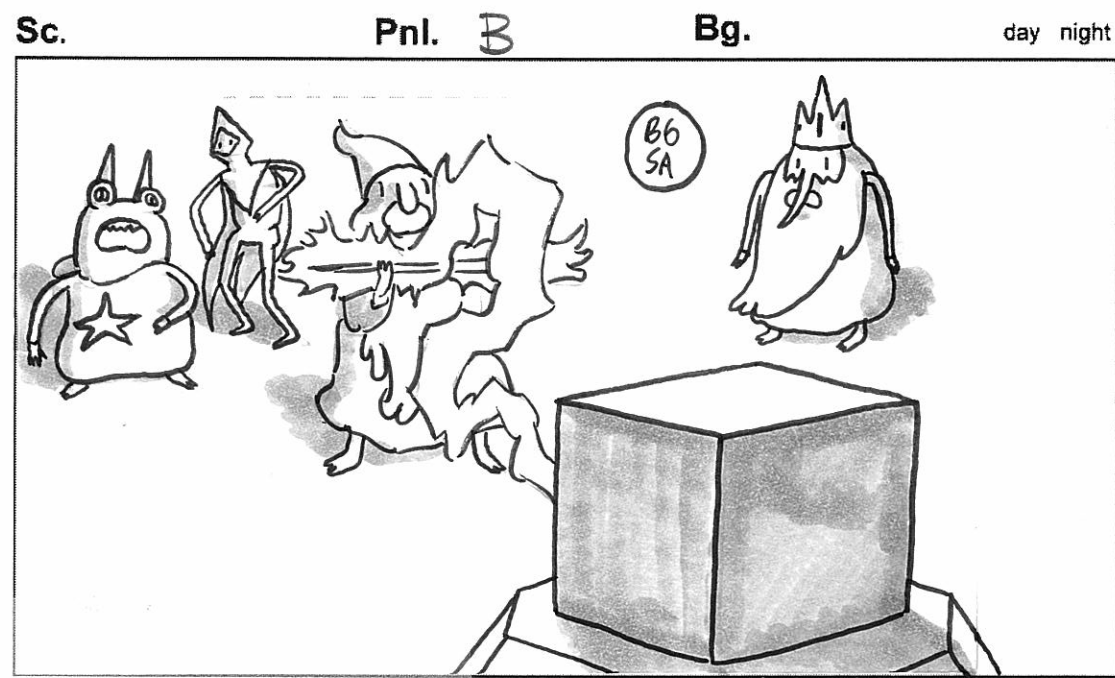
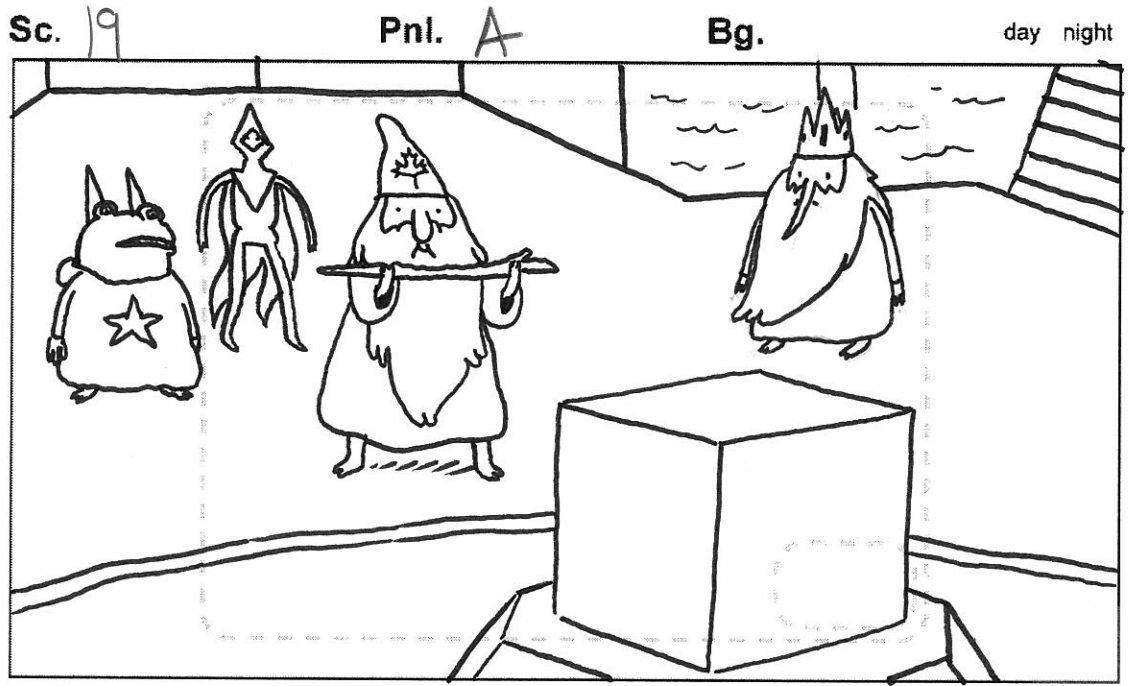
Timing:

EPISODE # 1014-155

Production :

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ADVENTURE TIME

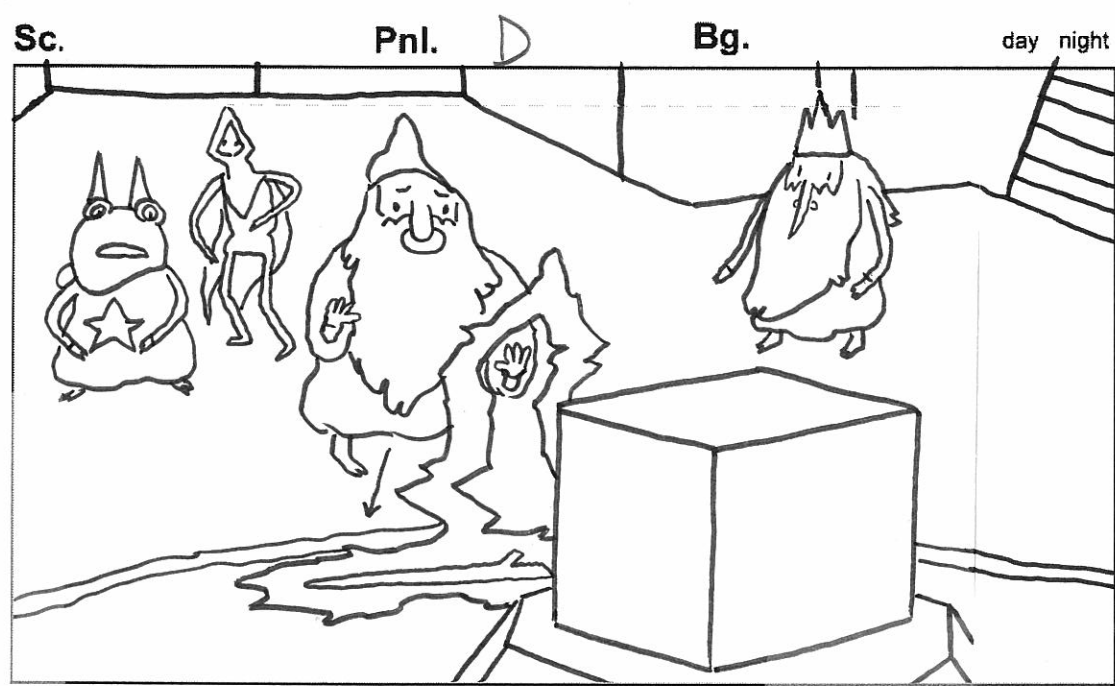
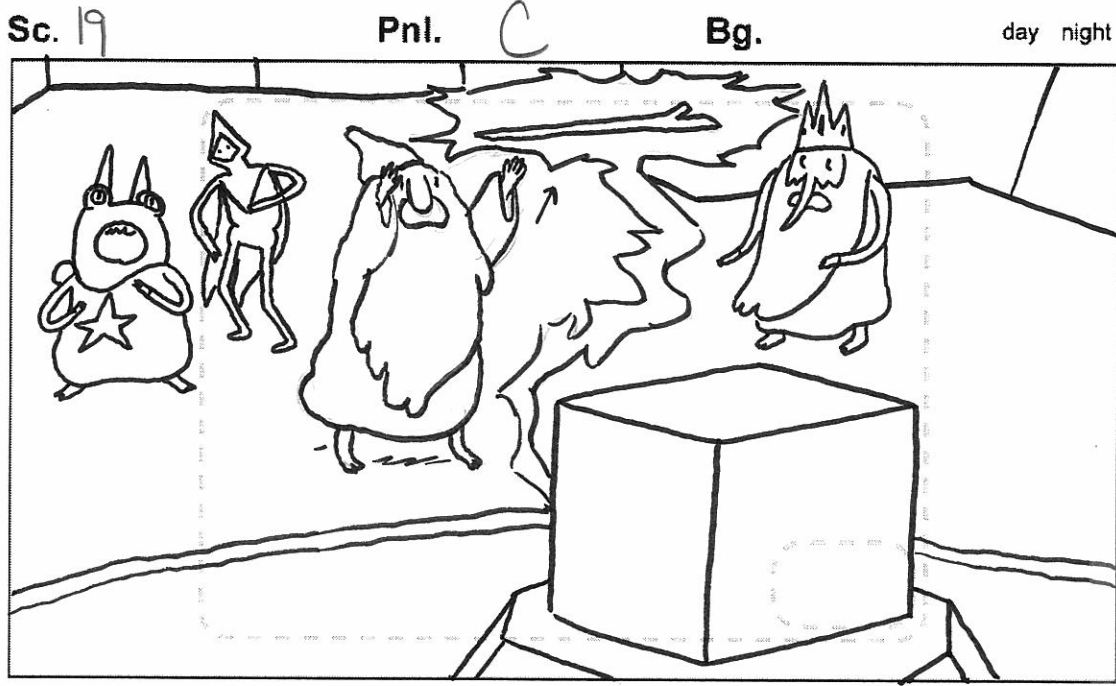


Dialog:	SFX/ ZAP!!
Action:	start pose
Timing:	

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Production :

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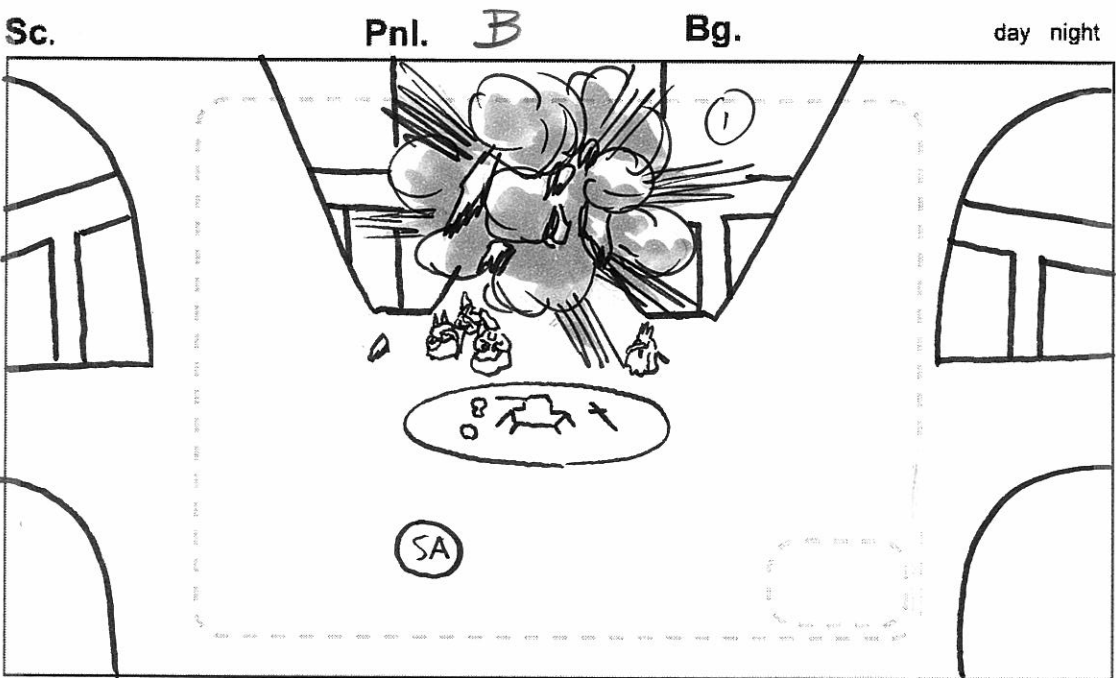
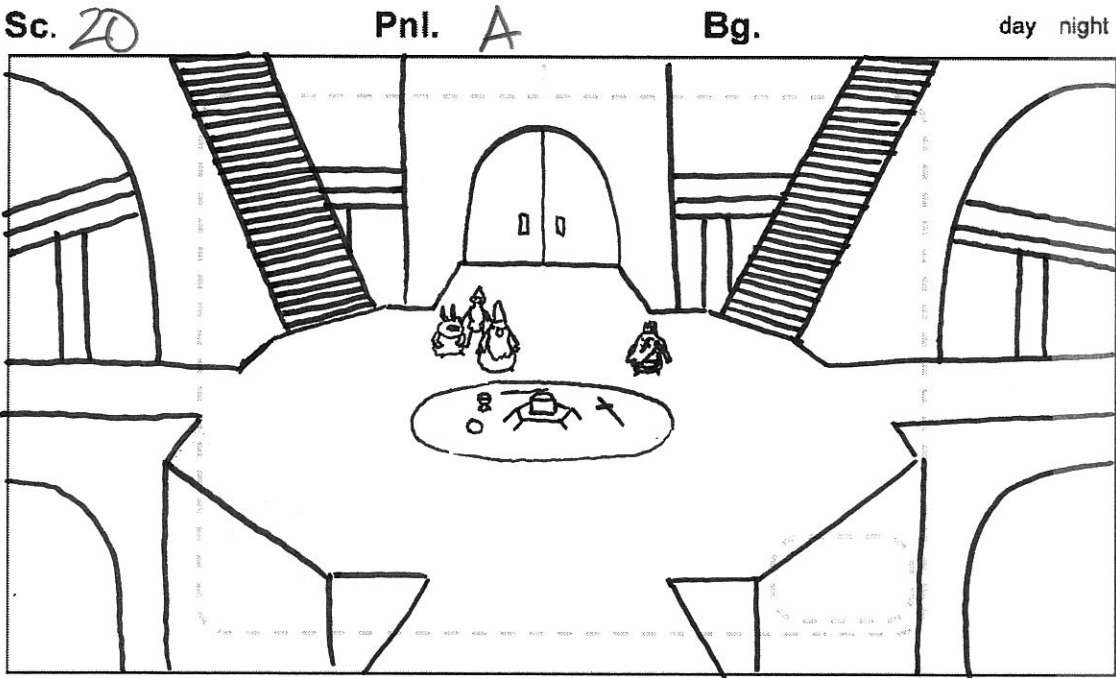
# ADVENTURE TIME



Dialog:	Forest Wizard / Woah!	FW / What the -
Action:		
Timing:		

EPISODE # 1014-155  
Production :

ADVENTURE TIME



Dialog:

Action: start pose

Timing:

BOOM!

EPISODE # 1014-155

Production :



# ADVENTURE TIME



Page 15

Sc. 21

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog:

Grand Master Wizard/ stop that now ————— trash cones !!

Action:

Timing:

EPISODE #

1014-155

Production :

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# ADVENTURE TIME

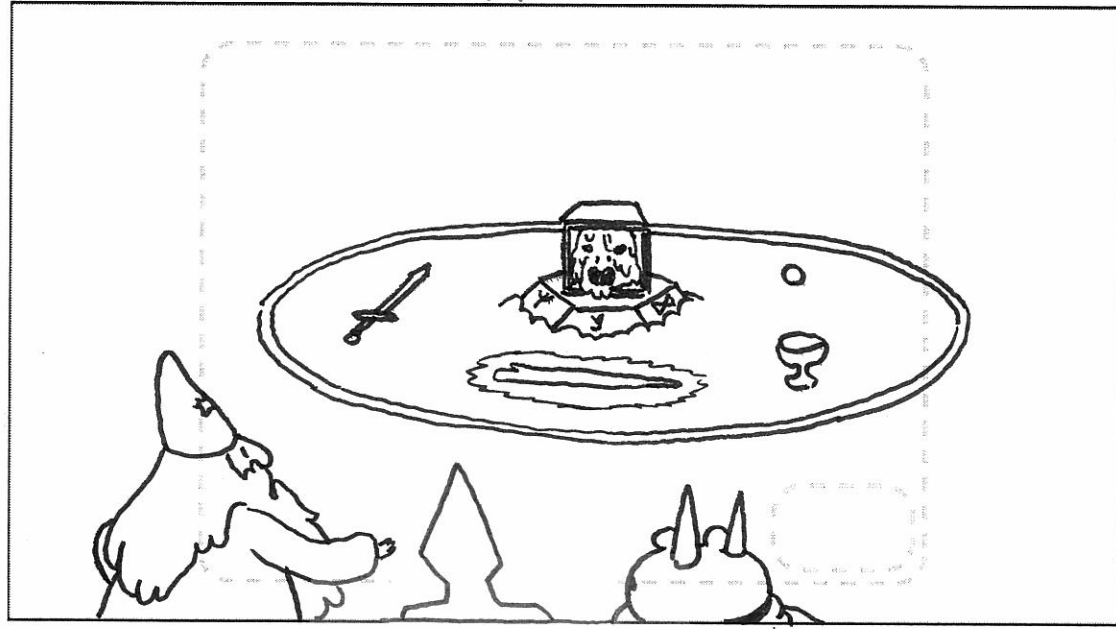


Sc. 22

Pnl. A

Bg.

day night

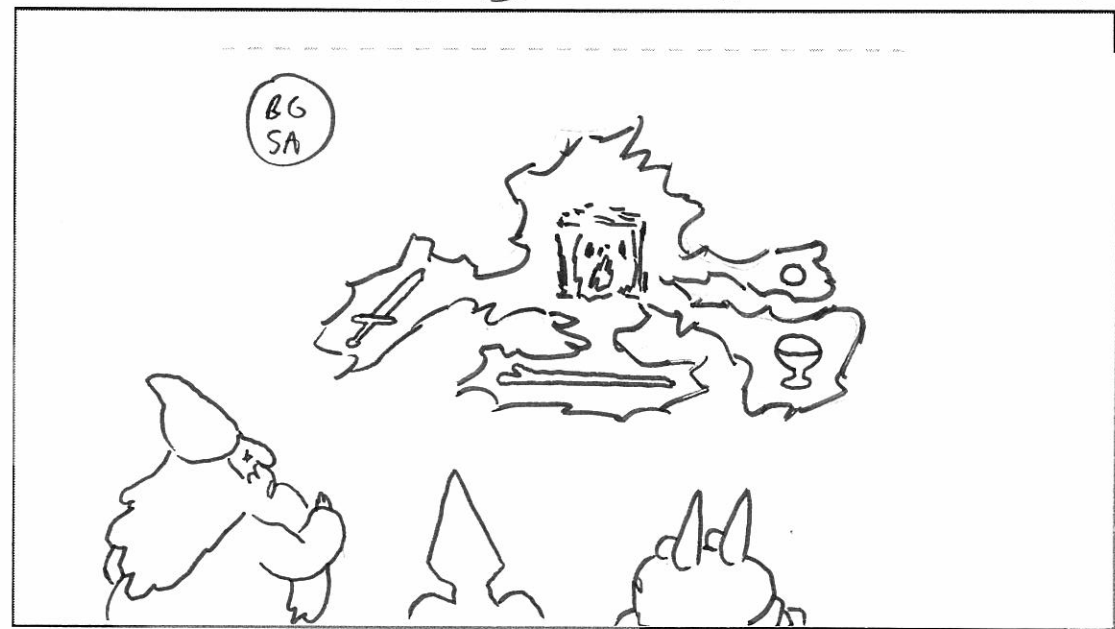


Sc.

Pnl. B

Bg.

day night



Dialog:

Bella Noche! hahaha ha

Action:



Timing:

sfx/zWAAA!!

EPISODE # 1014-155  
Production :



# ADVENTURE TIME



Page 17

Sc. 23

Pnl. A

Bg.

day night

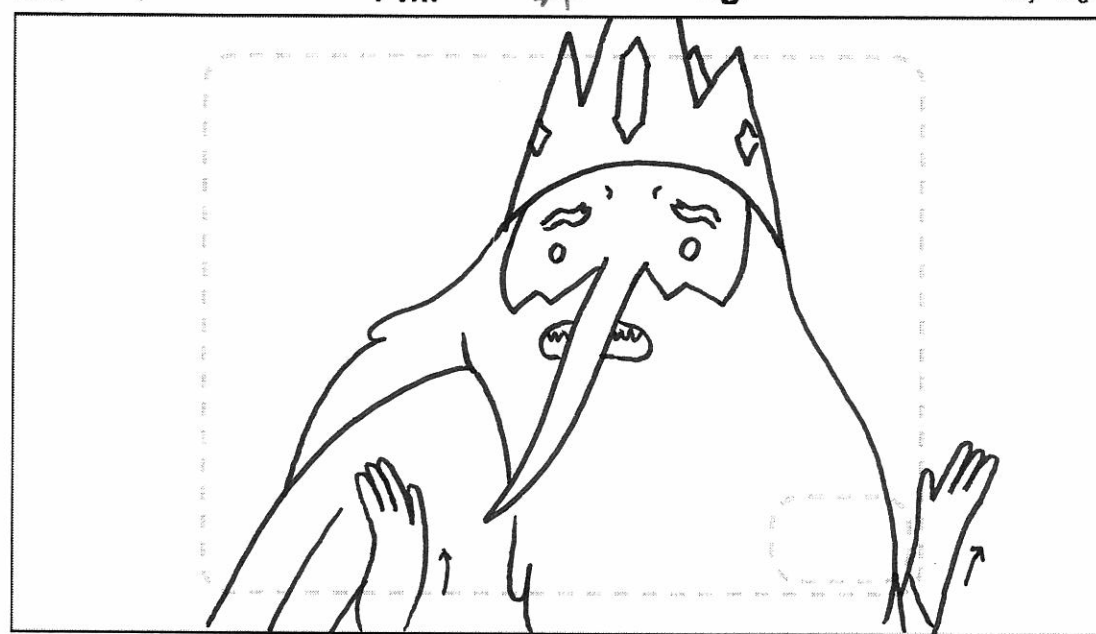


Sc. 24

Pnl. A

Bg.

day night



Dialog:

GMW/ Bella Noche must not cross  
into our world!!

IK/ Uh why not?

Action:

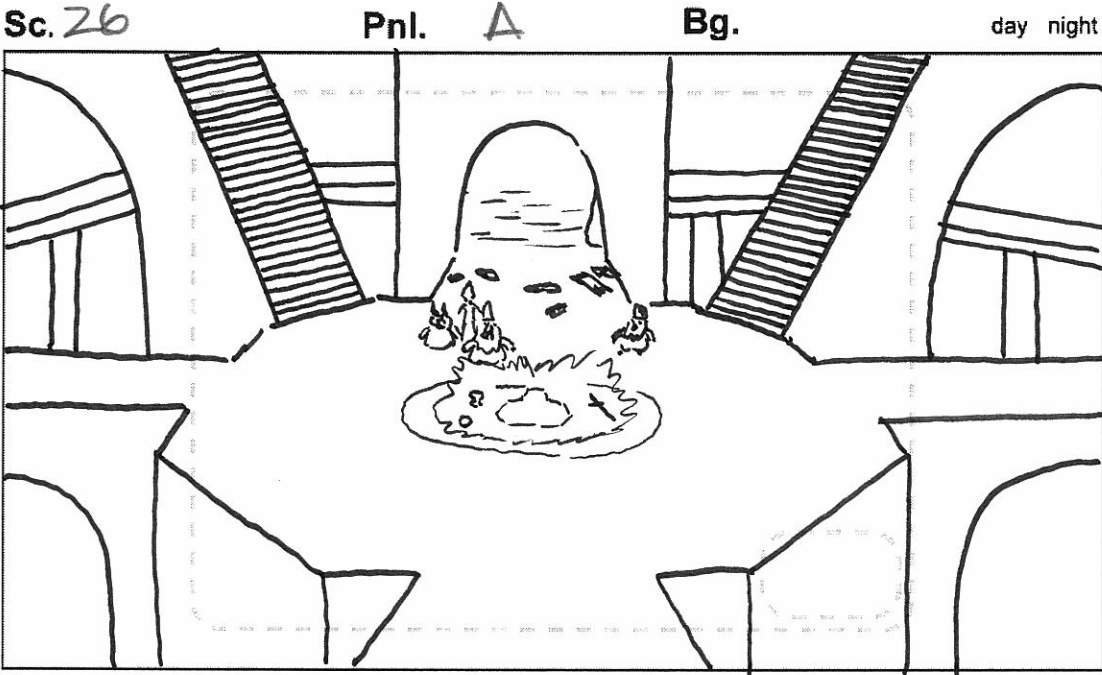
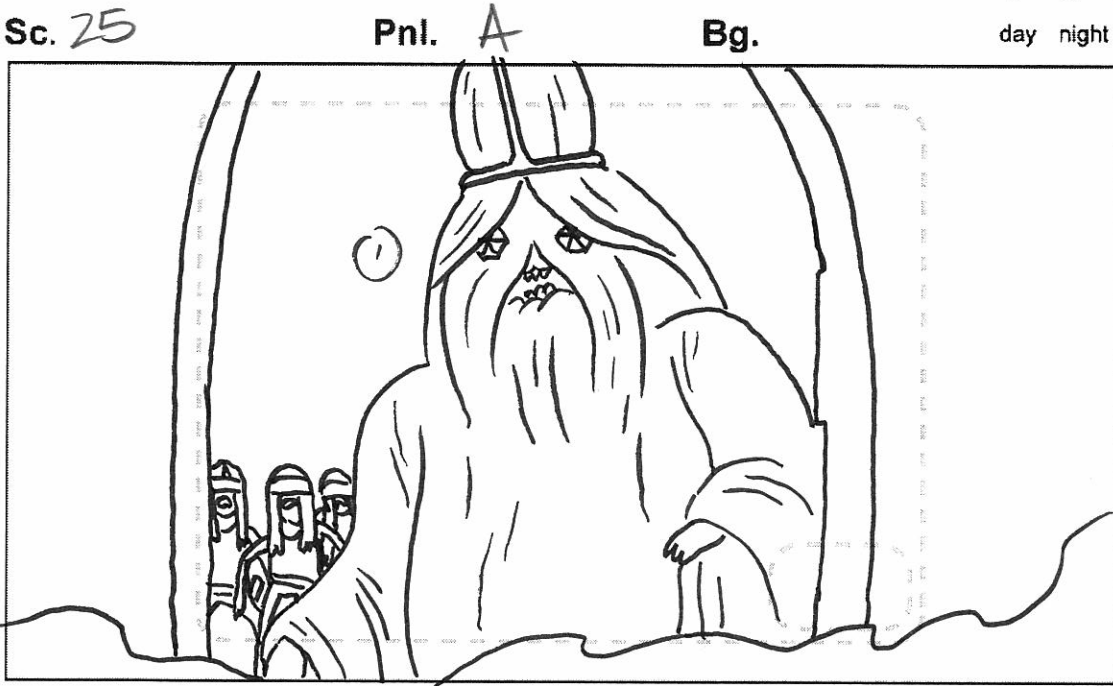
Timing:

EPISODE #

1014-155

Production :

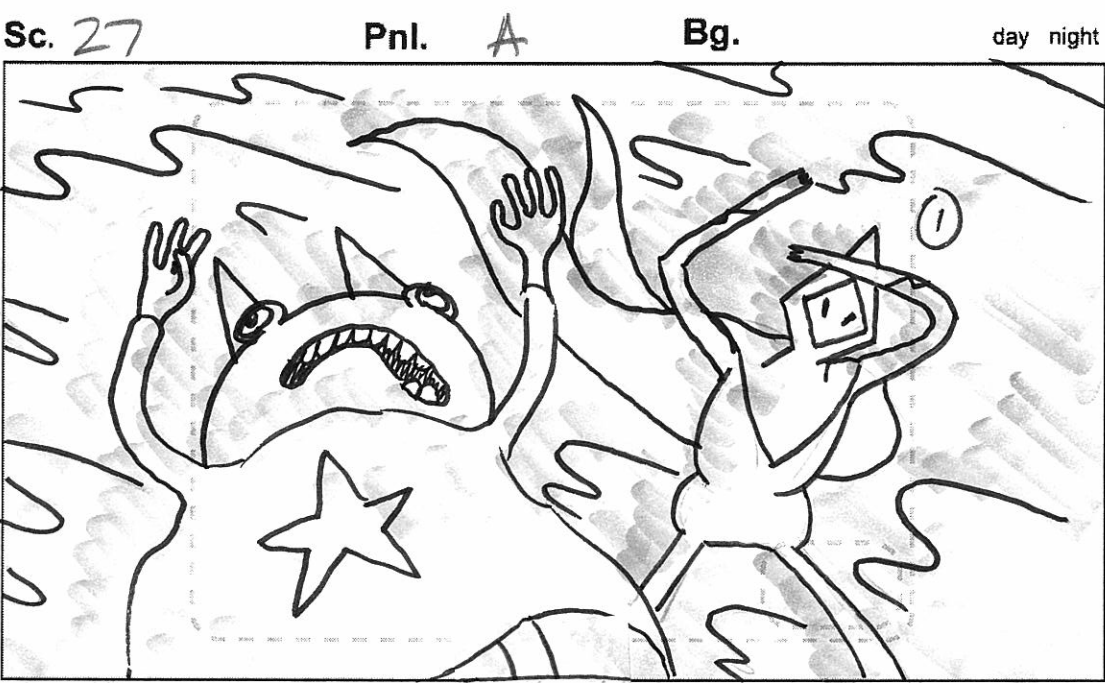
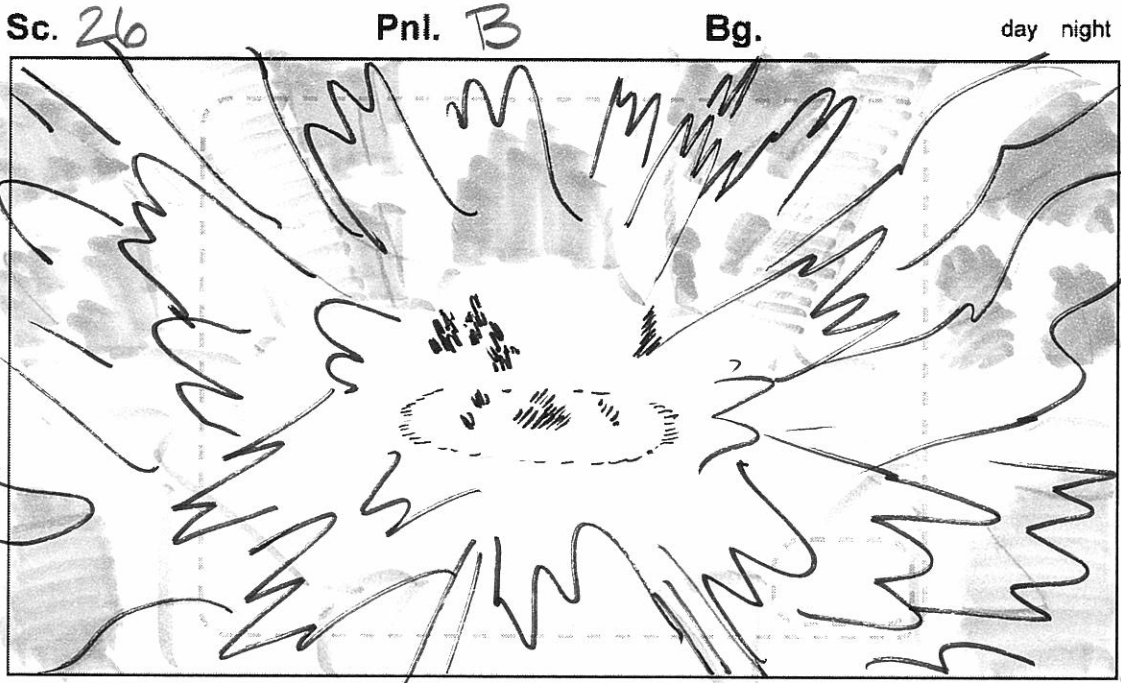
ADVENTURE TIME



Dialog:	GMW! DUCK! ①-②
Action:	
Timing:	

start pose

ADVENTURE TIME



Dialog: BOOM

Action: explosion of energy

Timing:

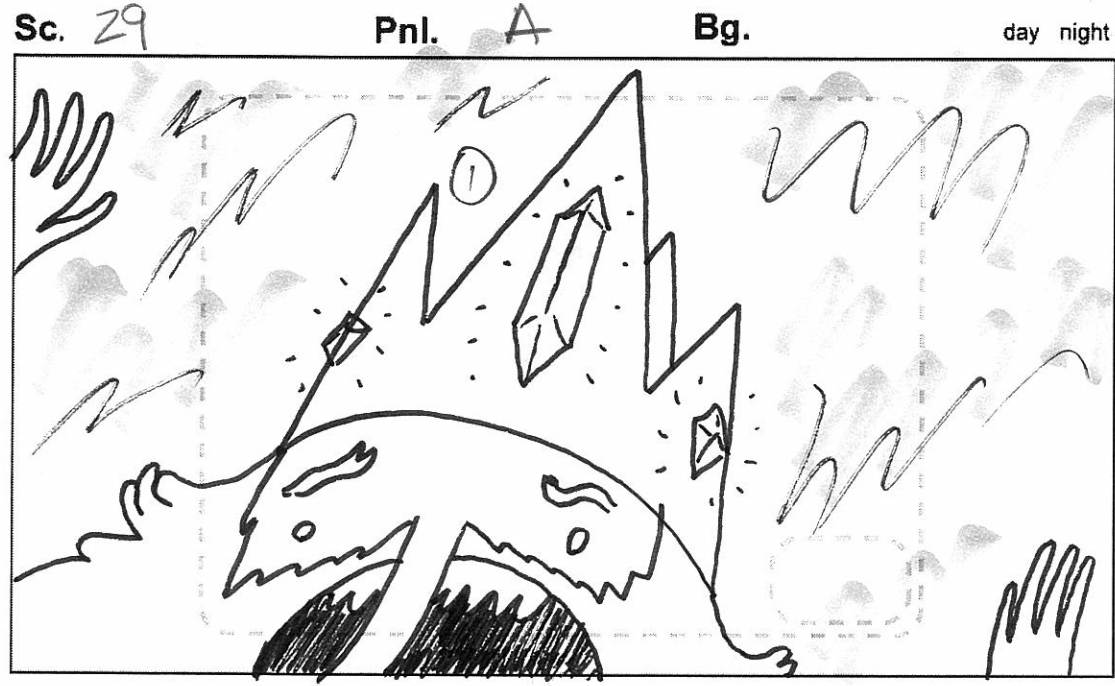
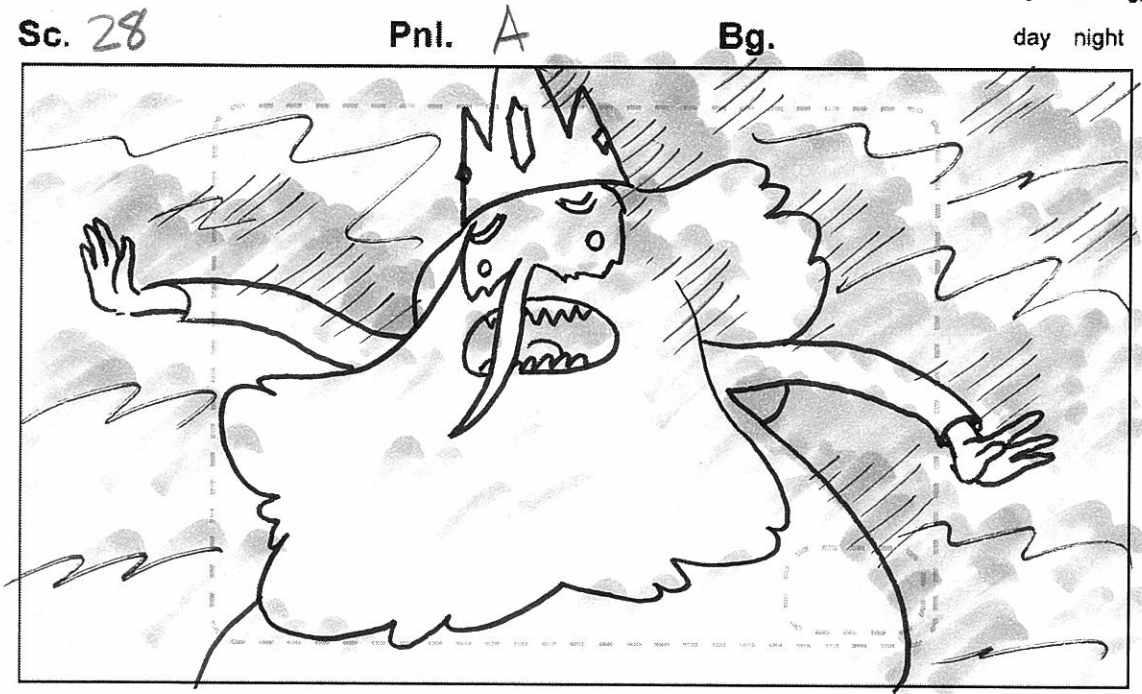


Lasr WIZ + BvGo / AAUGH!

struggling against  
the force of  
energy blast

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ADVENTURE TIME



Dialog:	Ice King / AAUGGH!! →
Action:	crown gems turn gray
Timing:	

EPISODE # 1014-155

Production :

# ADVENTURE TIME



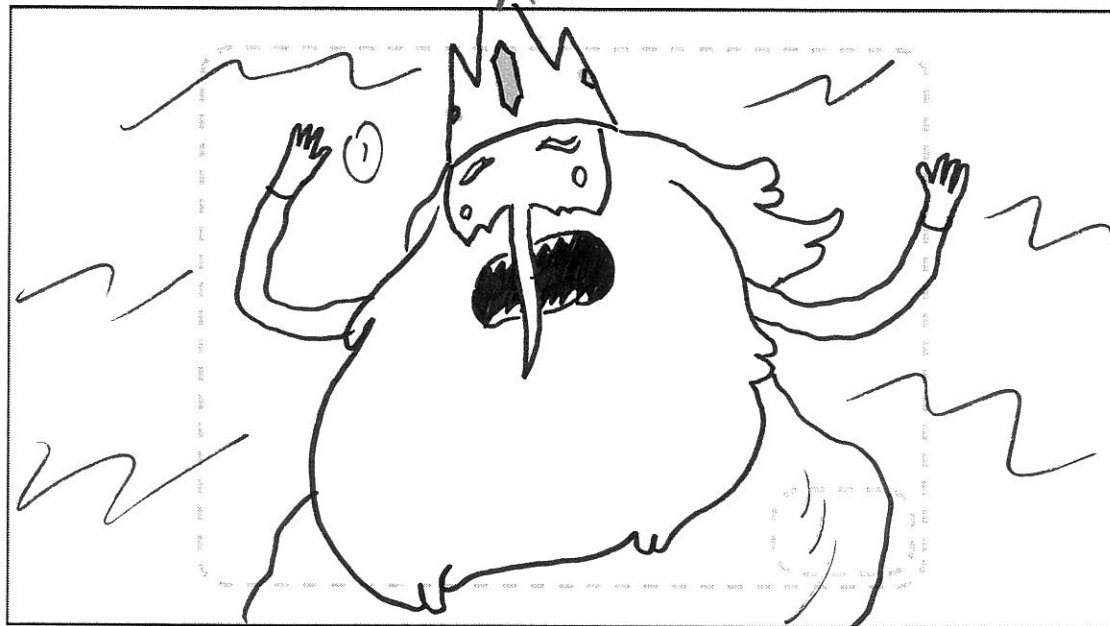
Page 21

Sc. 30

Pnl. A

Bg.

day night

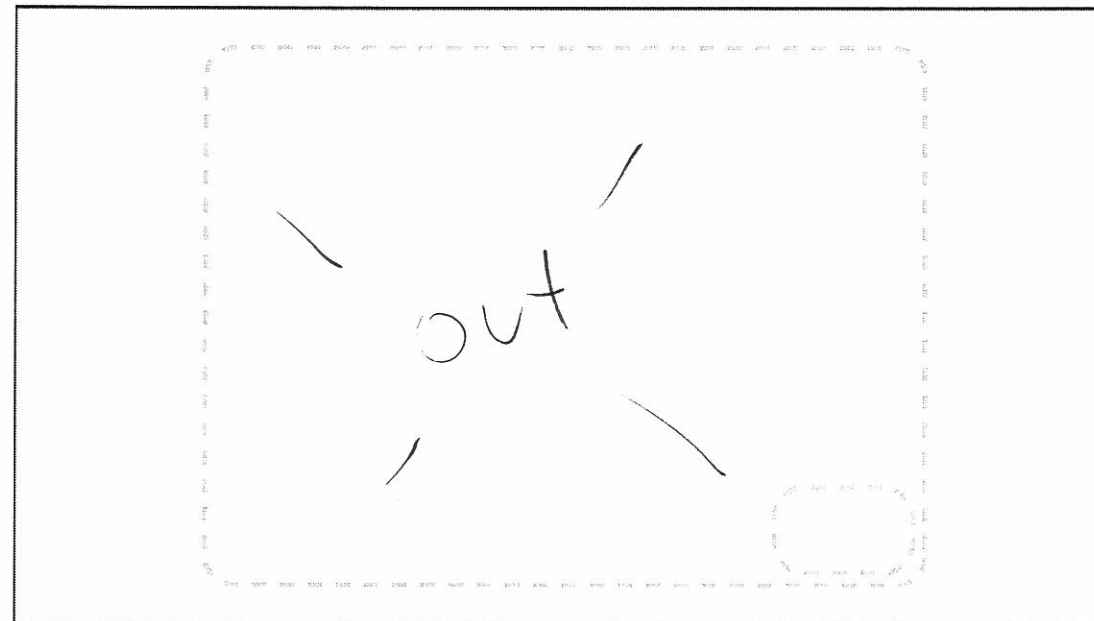


Sc.

Pnl.

Bg.

day night



Dialog:

Action:  
Bear d  
shrinks

Timing:



Production :

EPISODE #

1014-155



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# ADVENTURE TIME

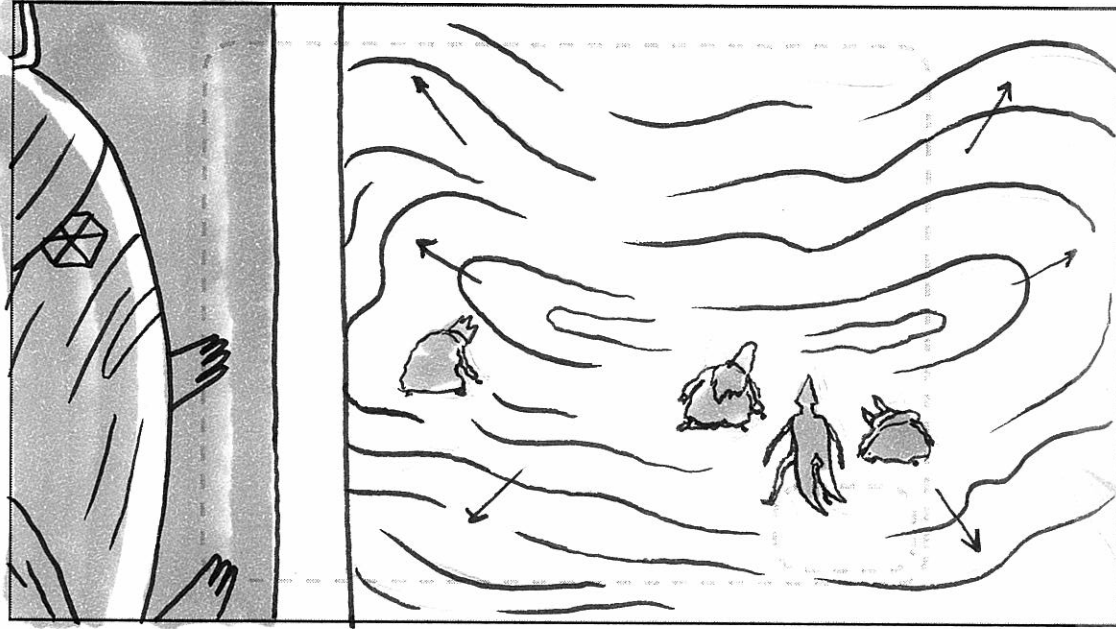


Sc. 31

Pnl. A

Bg.

day night

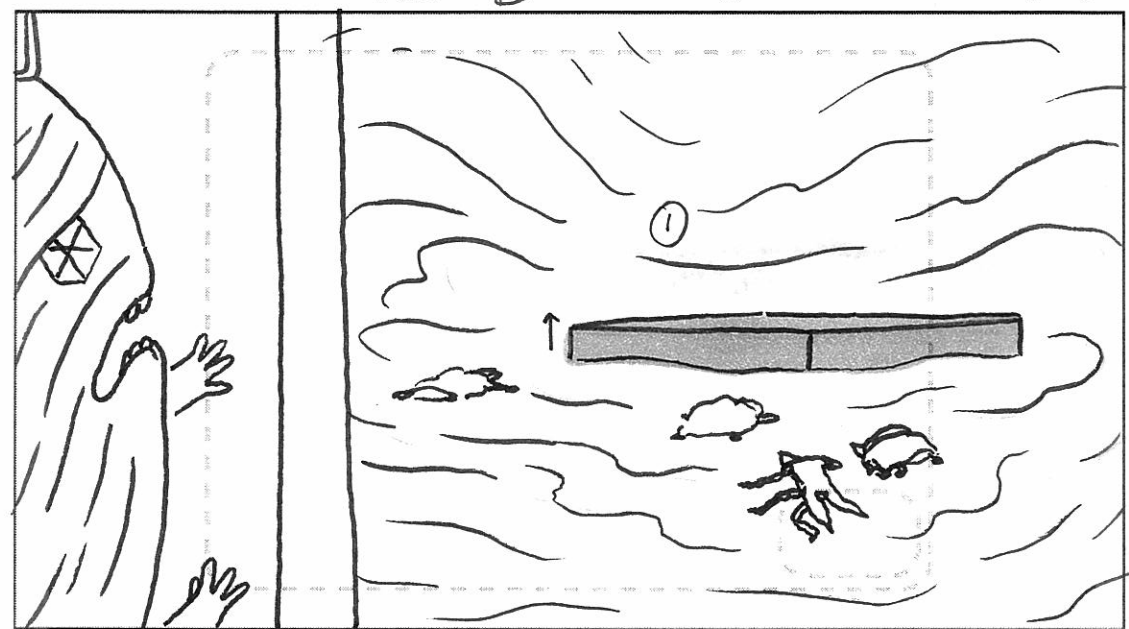


Sc.

Pnl. B

Bg.

day night



Dialog:	Grand Master Wizard <del>ahh</del> craa a a a p p !!	
Action:	waves of energy spewing out / wizards collapse / <del>and then</del> a black cube emerges from the center, glowing from the inside.	sfx / loud digital distortion sound coming from cube
Timing:		

Production :

EPISODE #

1014-155

# ADVENTURE TIME



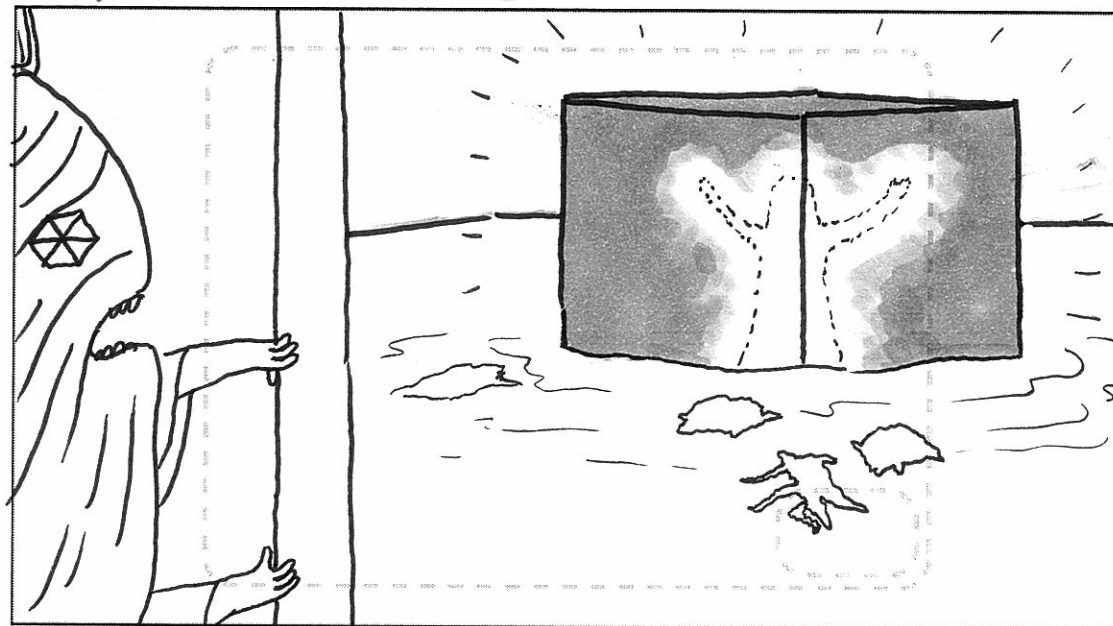
Page 23

Sc. 31

Pnl. C

Bg.

day night

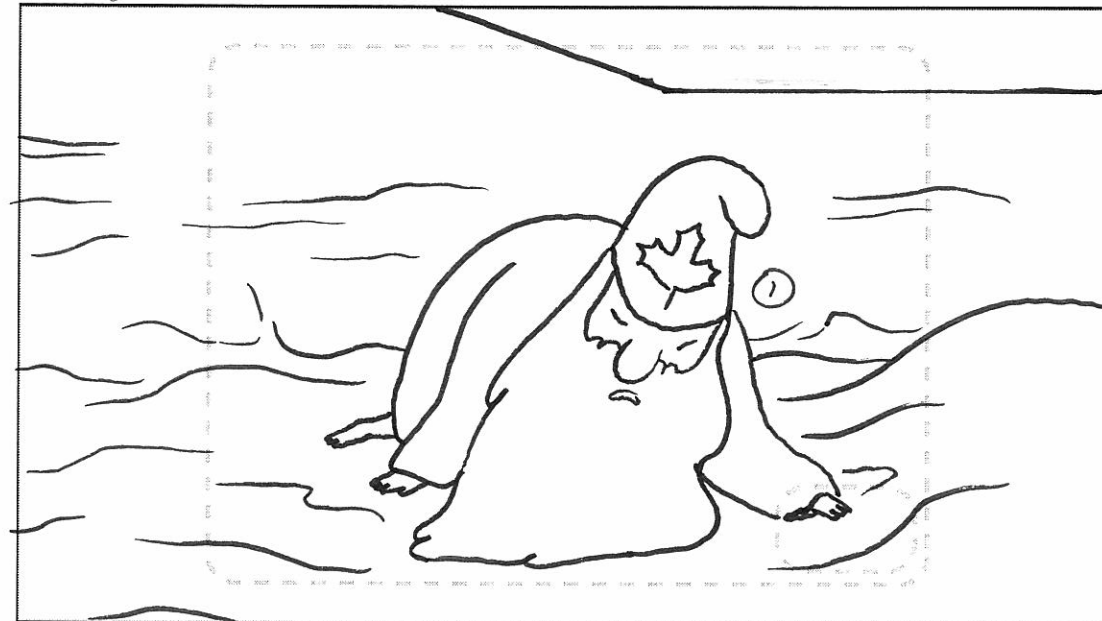


Sc. 32

Pnl. A

Bg.

day night



Dialog:

GMW/ here we go

ForestWiz/ ① Oh ② my -

Action:

emenating  
energy disperses  
we can see the BG again

opens eyes



Timing:

EPISODE #

1014-155

Production :

ADVENTURE TIME

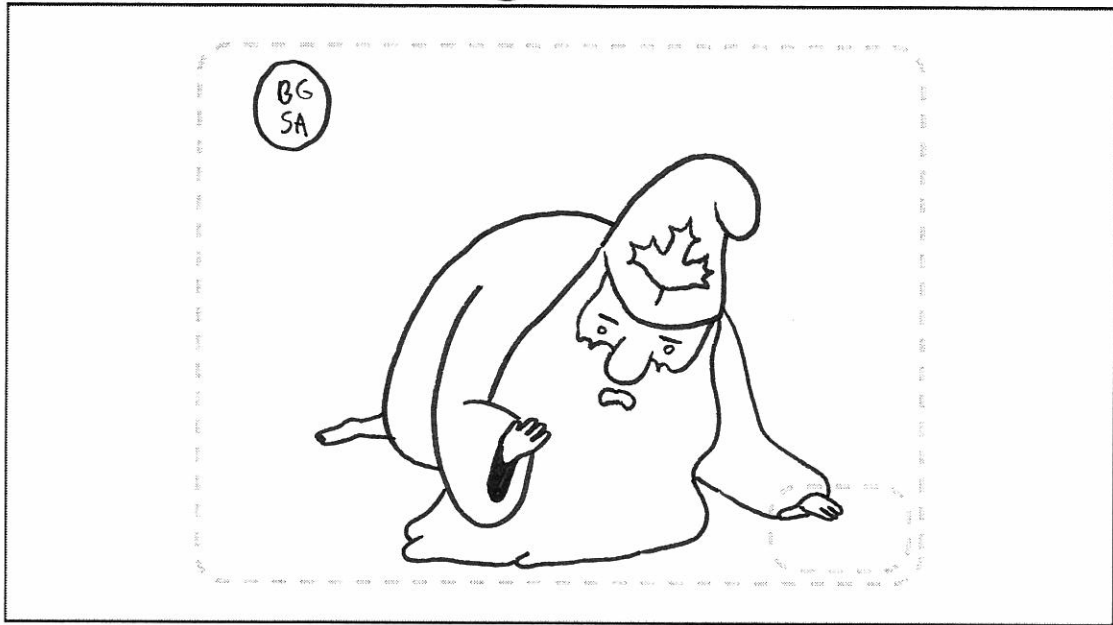


Sc. 32

Pnl. B

Bg.

day night



Sc. 33

Pnl. C

Bg.

day night



Dialog: FW/ - uh hey -

FW/ I can't feel my magic !!

Action:

Timing:

EPISODE #

1014-155

Production :



# ADVENTURE TIME



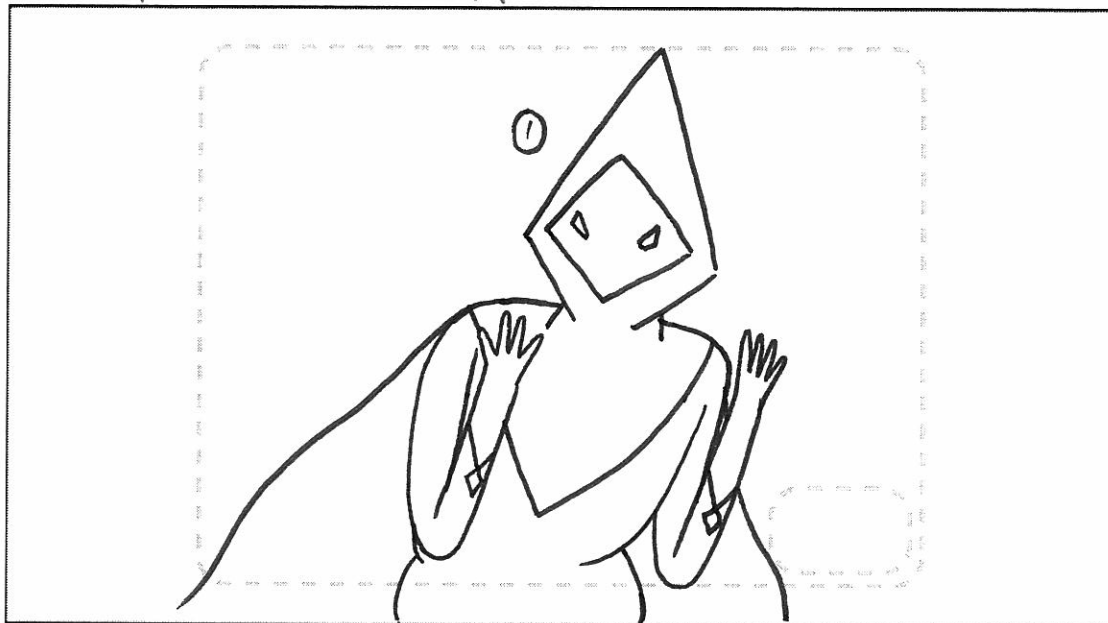
Page 25

Sc. 34

Pnl. A

Bg.

day night

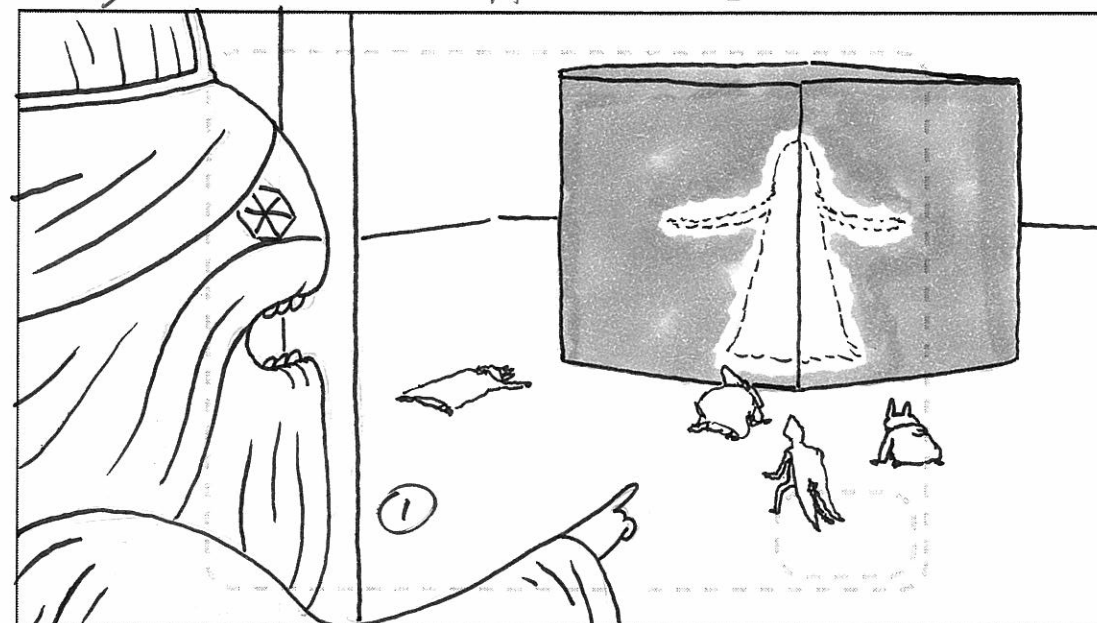


Sc. 35

Pnl. A

Bg.

day night



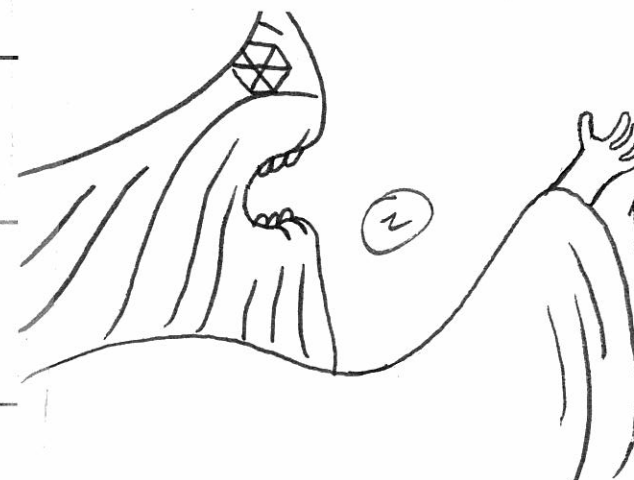
Dialog: Laser Wiz/① Me neither  
② what gives !?

Action:

Timing:



Gmw/③ Bella Noche is a being of  
④ pure anti-magic!



Production :

EPISODE #

1014-155

# ADVENTURE TIME



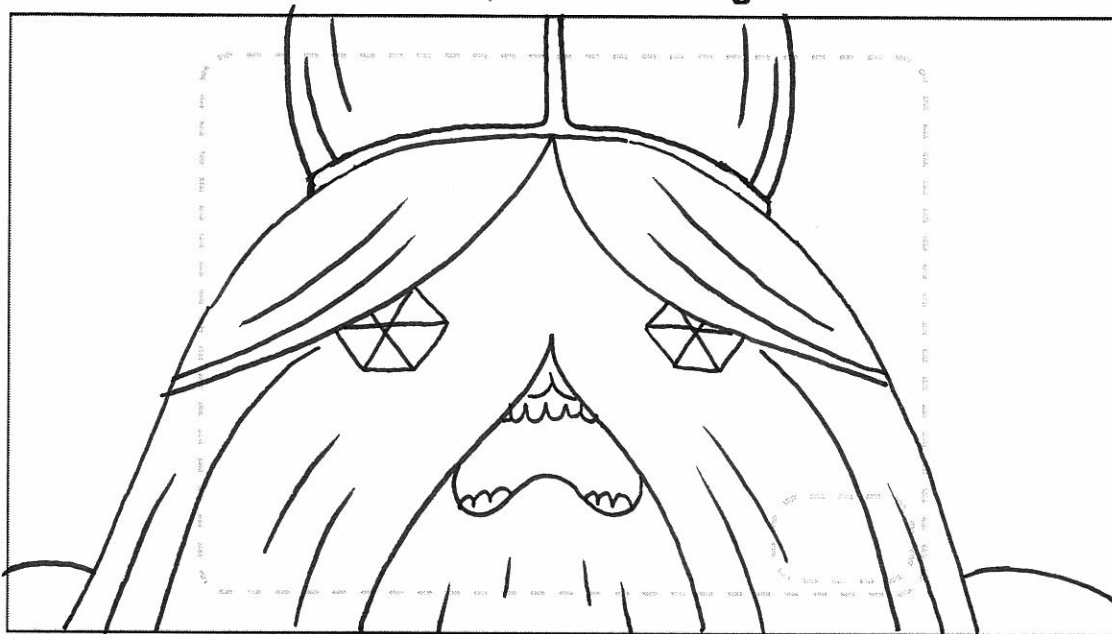
Page 26

Sc. 36

Pnl. A

Bg.

day night

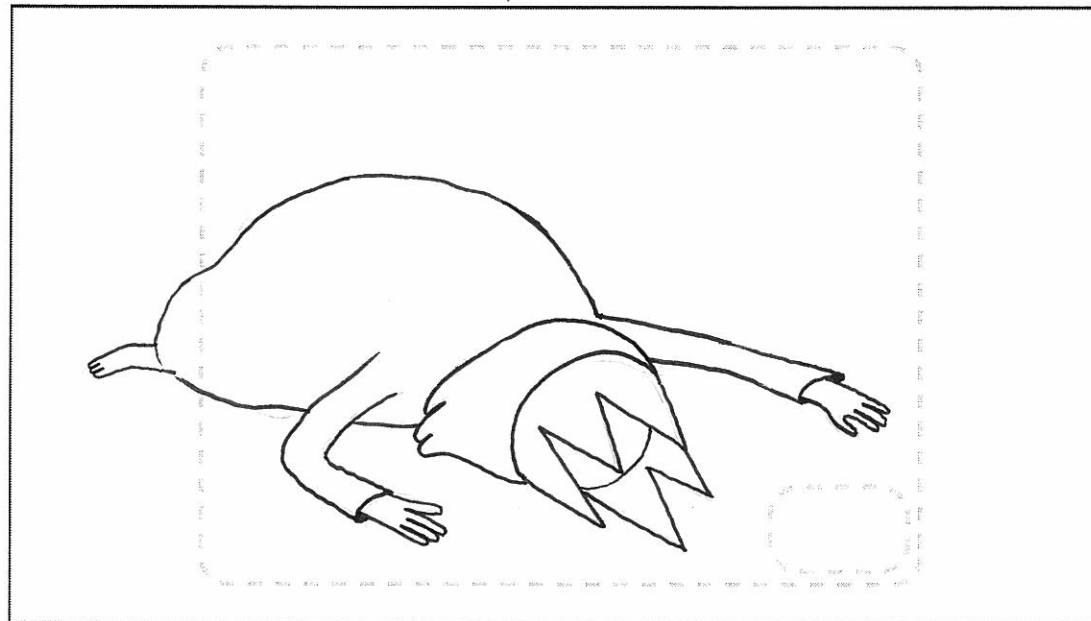


Sc. 37

Pnl. A

Bg.

day night



Dialog: GMW/ Y'all's got played!

Action:

Timing:

Simon/ uhng hello?



Production :

EPISODE #

1014-155

ADVENTURE TIME

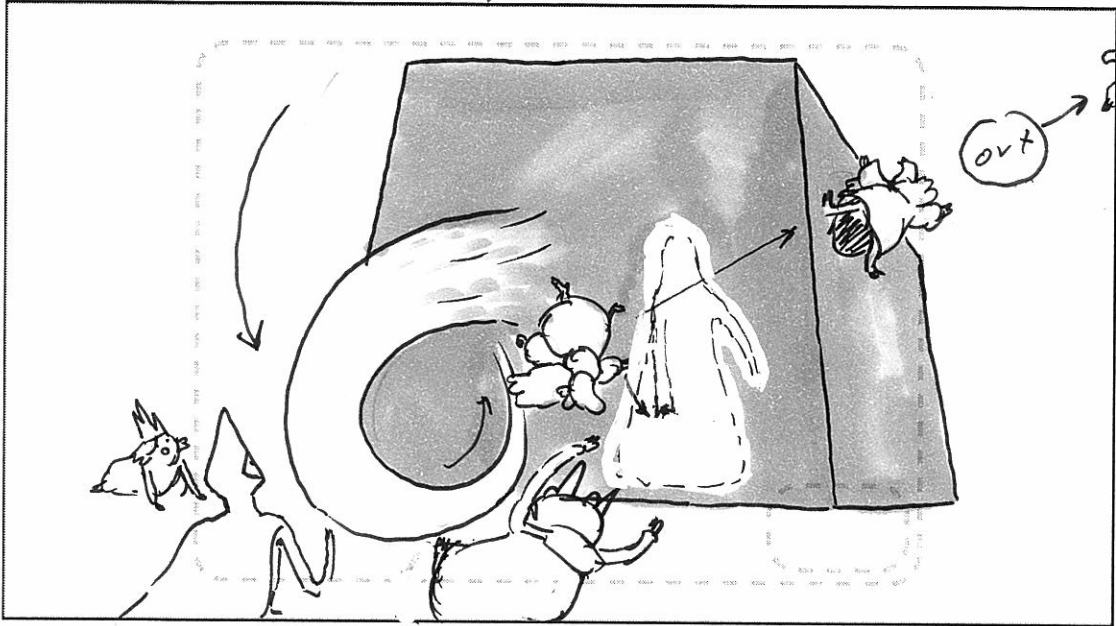


Sc. 38

Pnl. A

Bg.

day night

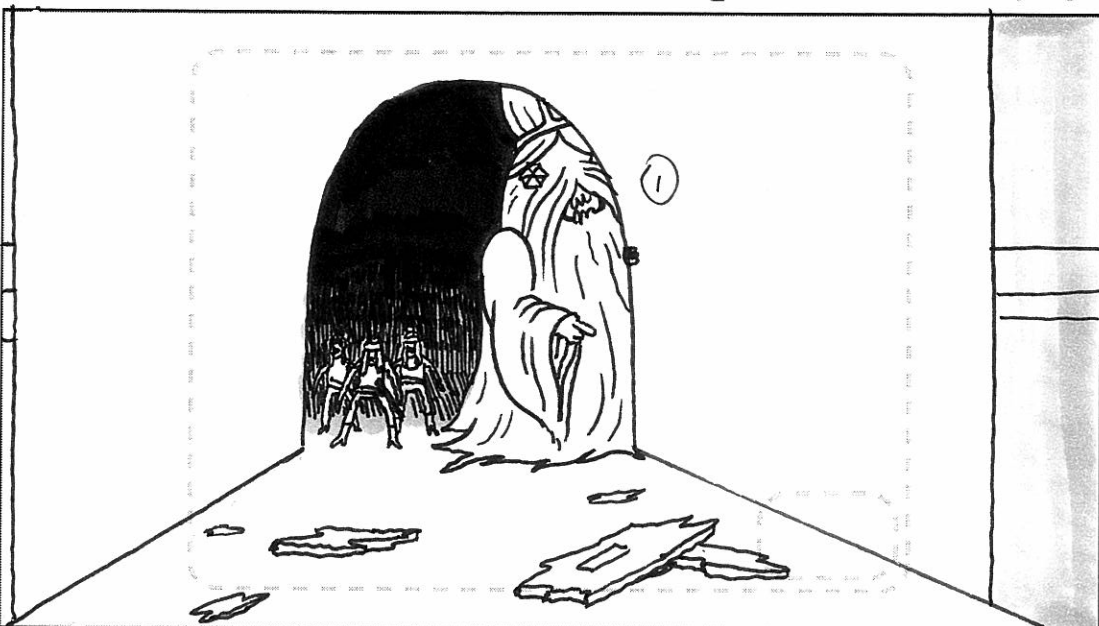


Sc. 39

Pnl. A

Bg.

day night



Dialog: FW/ AAAAA!!

GMW/①-② GO! Destroy!

Action: forest wizard gets swiped in the air  
by energy tentacle.

(Gumpoints)

Timing:



Production :

EPISODE #

1014-155

# ADVENTURE TIME



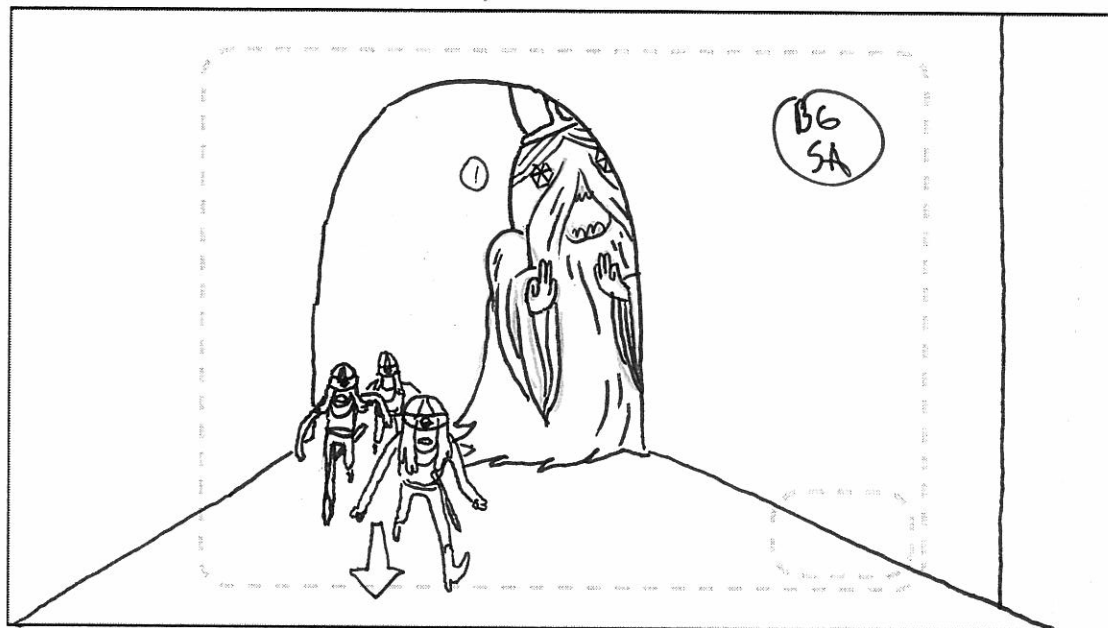
Page 28

Sc. 39

Pnl. B

Bg.

day night



Sc.

Pnl. C

Bg.

day night



Dialog: GMW/① Throw your boots at it  
② or I don't know!

Action:

Timing:



GMW/ Don't let it touch you!

Production :

EPISODE #

1014-155

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# ADVENTURE TIME

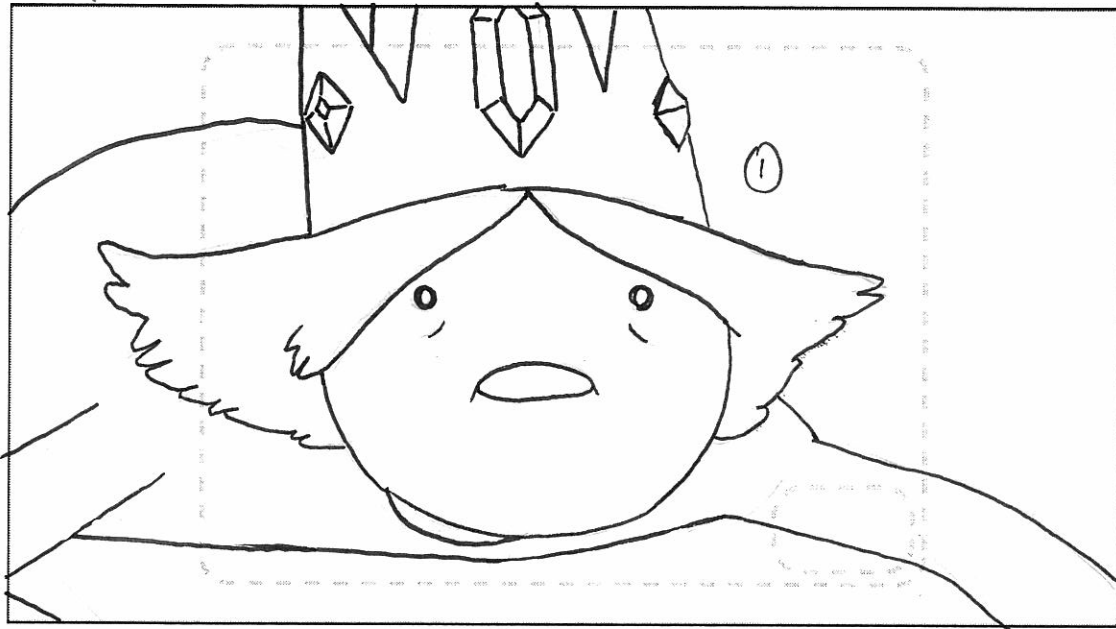


Sc. 40

Pnl. A

Bg.

day night

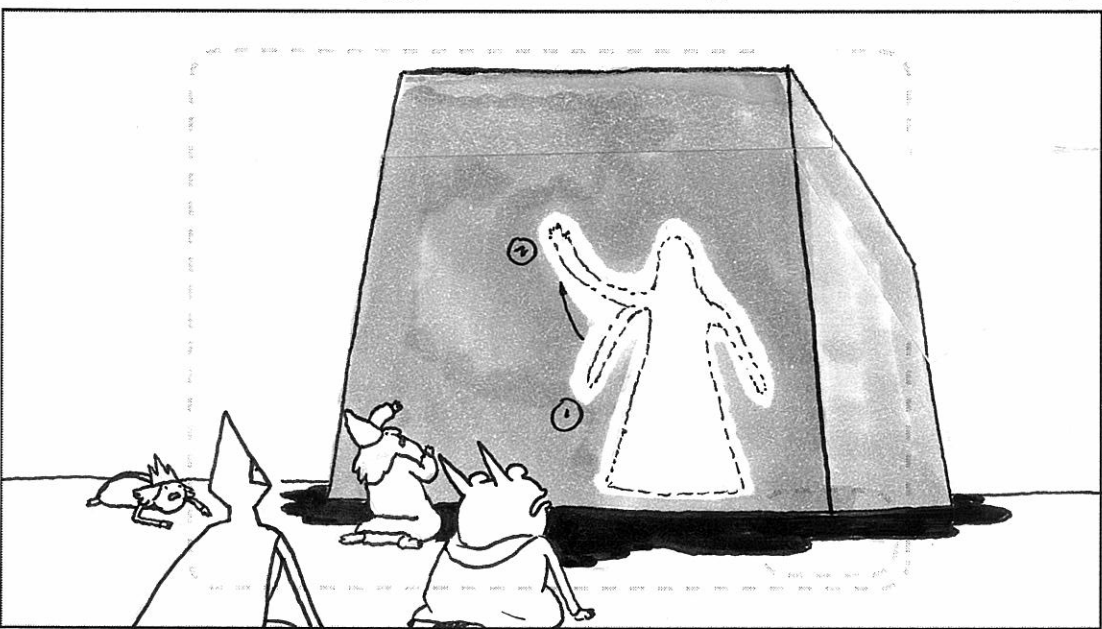


Sc. 41

Pnl. A

Bg.

day night



Dialog: 1K| what the hvhh!?

(2)-(3)

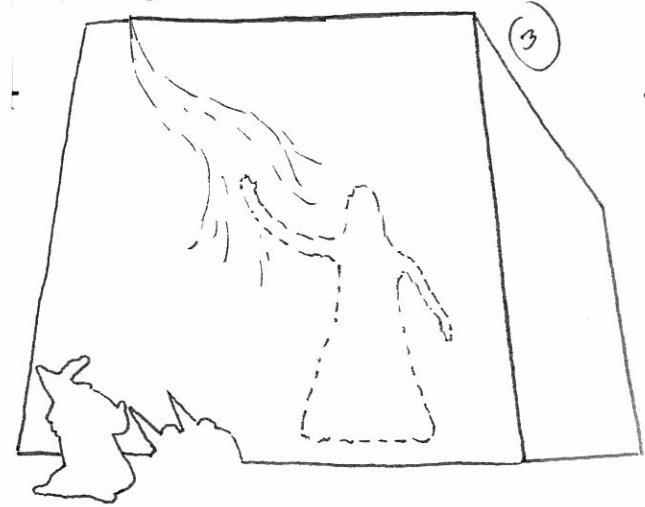
Action:

Timing:



Forest Wizard| oh what a foolam I!!  
(Black slime secreting from cbe)

(4)



EPISODE #

1014-155

ADVENTURE TIME

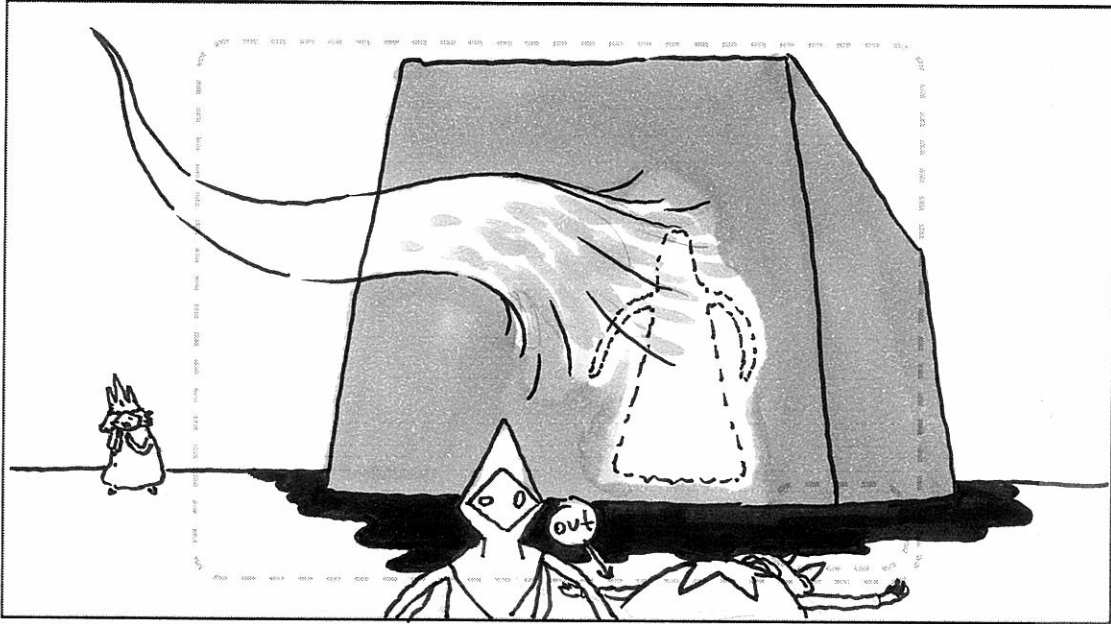


Sc. 41

Pnl. B

Bg.

day night

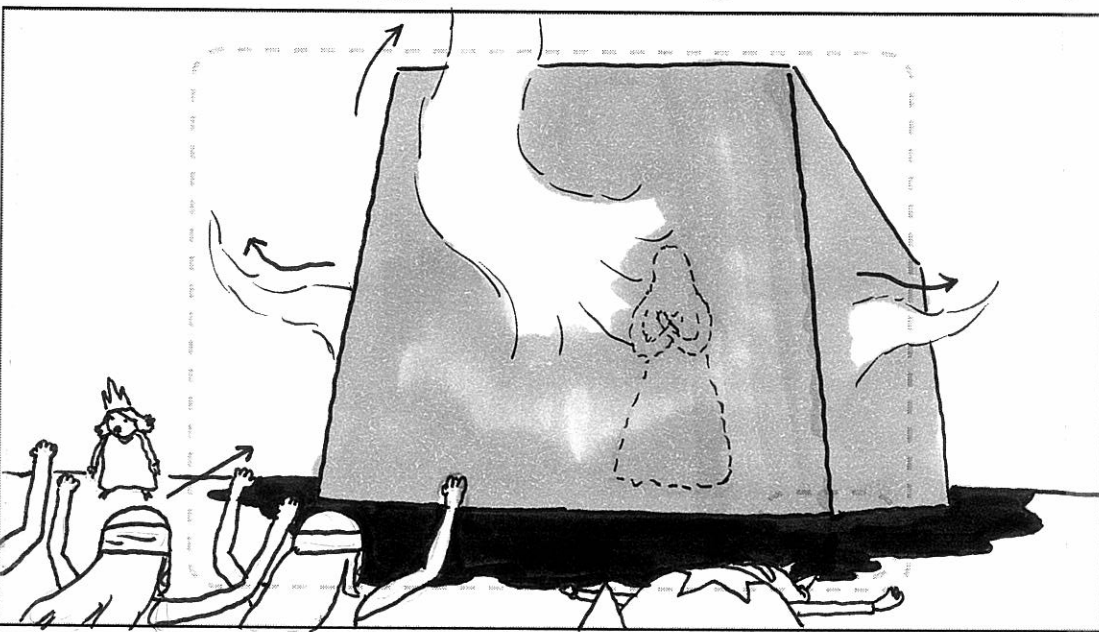


Sc.

Pnl. C

Bg.

day night



Dialog:

Wizard guards / (os) RAAA?!

Action:

Laser wiz ~~runs~~ jumps off screen

\* figure inside cube fades out while crossing arms  
\* two more tentacles appear

Timing:

EPISODE #

Production :

1014-155



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ADVENTURE TIME

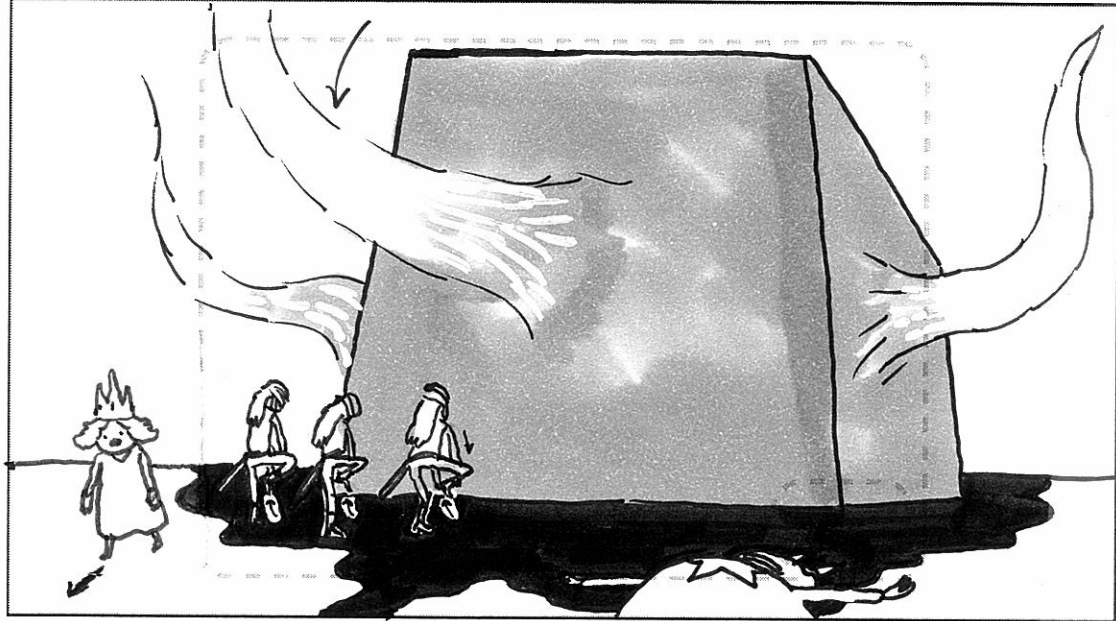


Sc. 41

Pnl. D

Bg.

day night

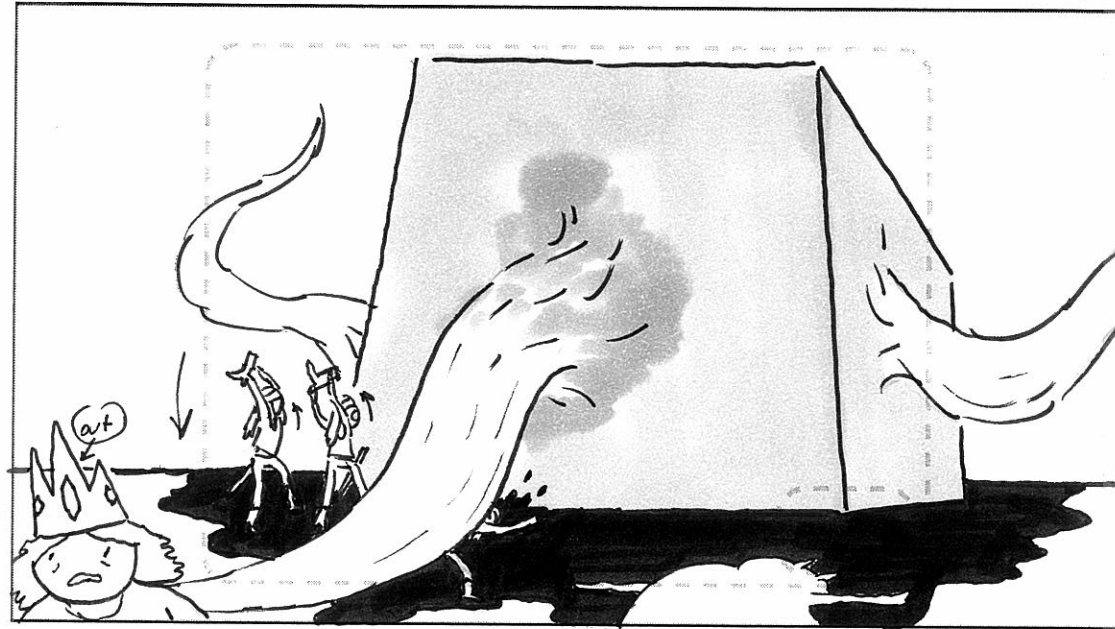


Sc.

Pnl. E

Bg.

day night



Dialog:

sfx/ slamp! (←??)

Action:

Wizard Guards pull off boots

tentacle smack down wizard guard

Timing:

EPISODE #

Production :

1014-155

# ADVENTURE TIME



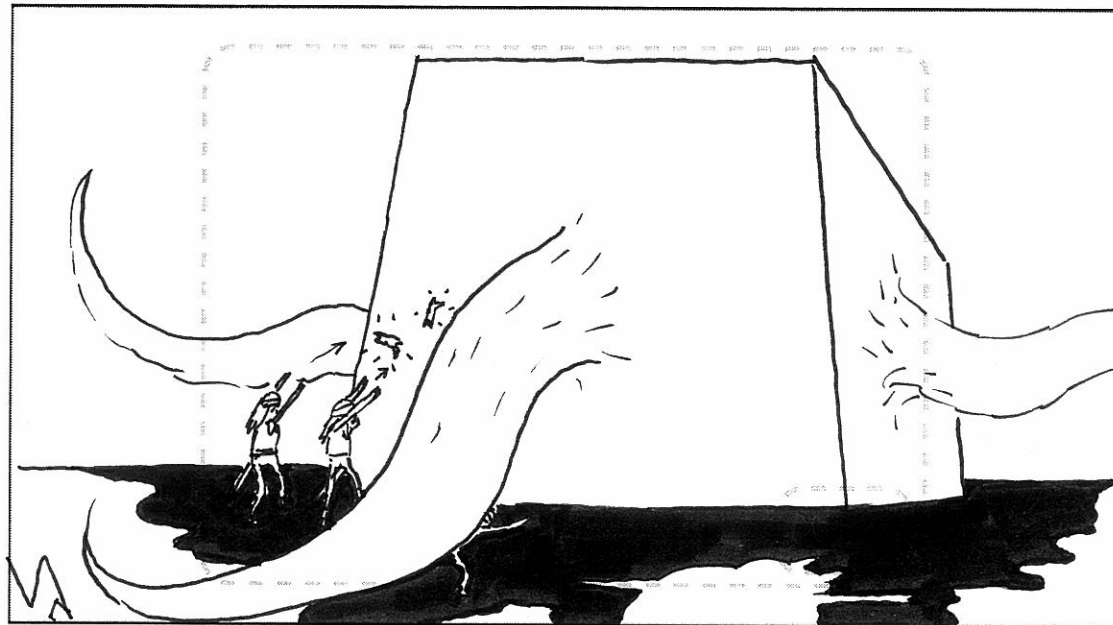
Page 32

Sc. 41

Pnl. F

Bg.

day night

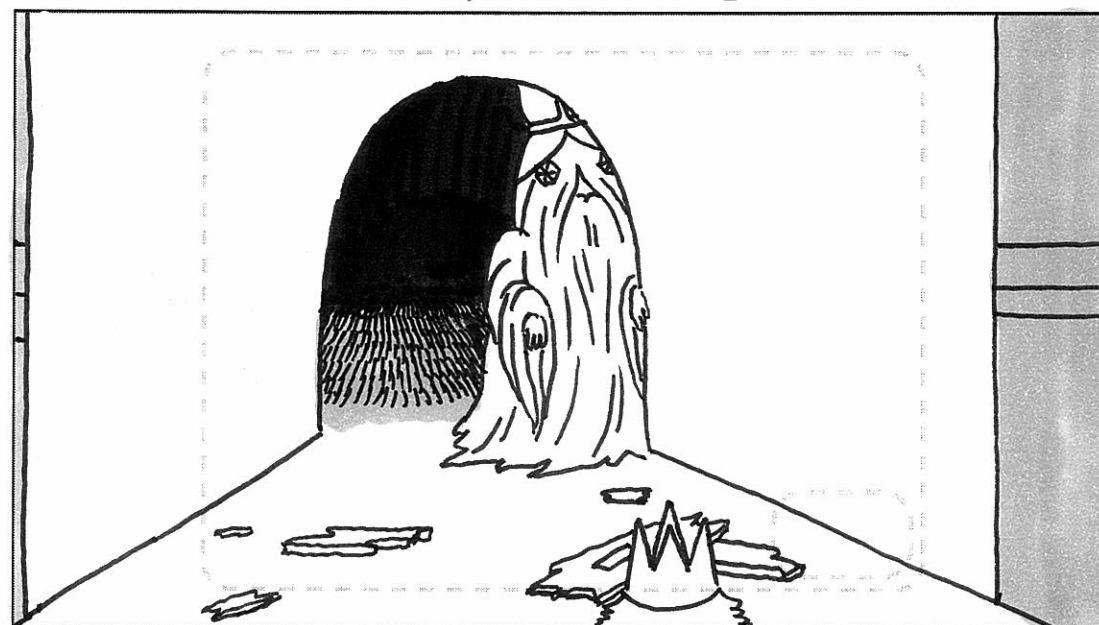


Sc. 42

Pnl. A

Bg.

day night



Dialog:

(guards screaming)

Action: wizard guards throw boots at Bella Noche

Timing:

Production :

EPISODE #

1014-155

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# ADVENTURE TIME

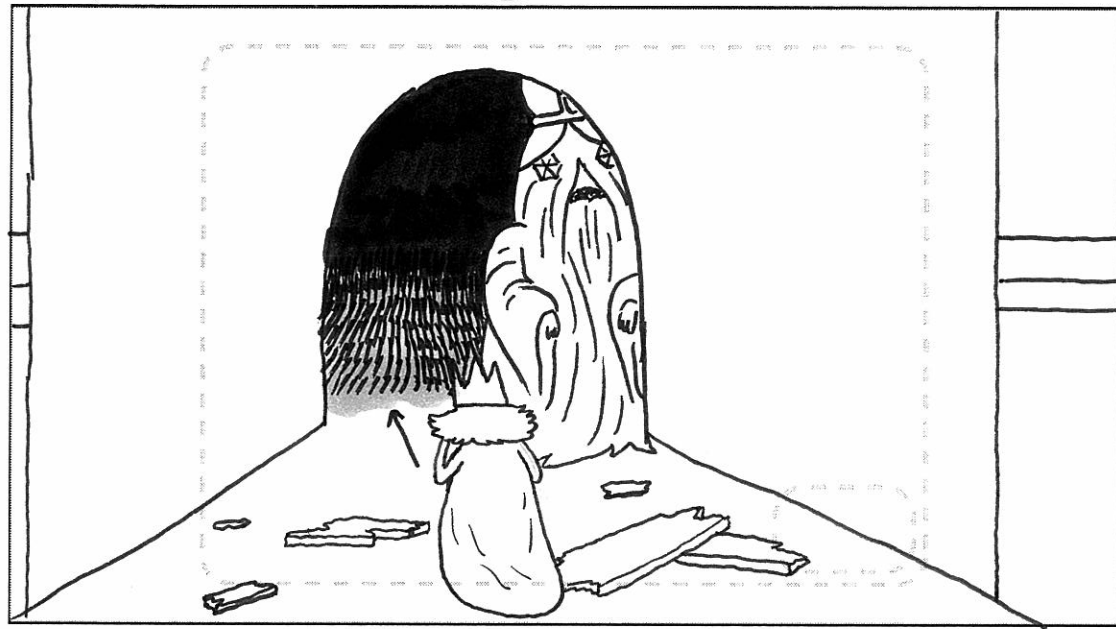


Sc. 42

Pnl. B

Bg.

day night

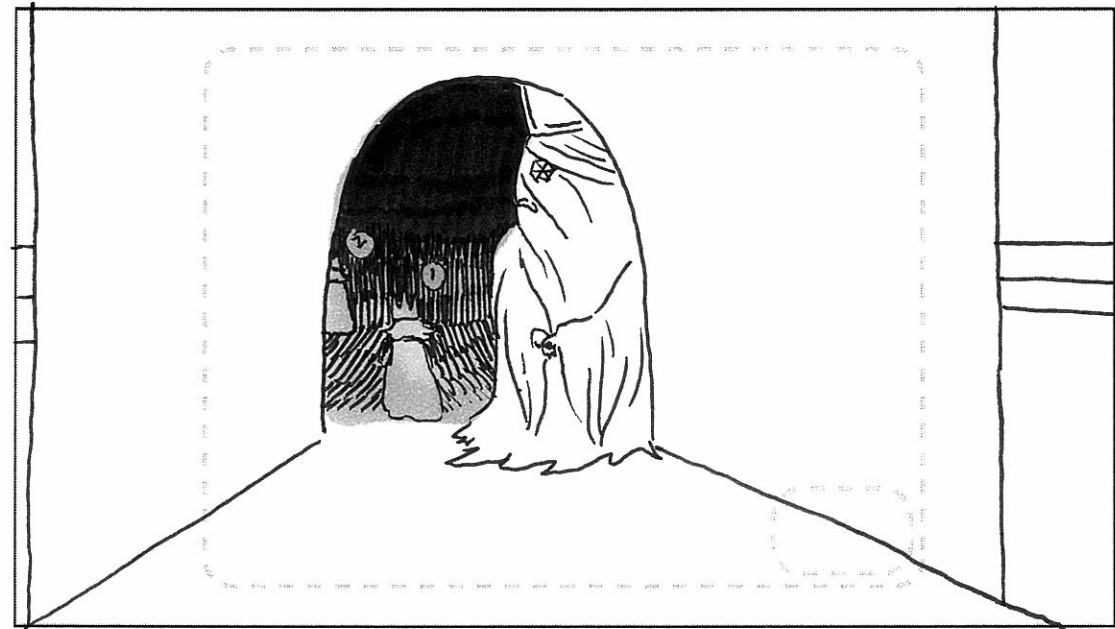


Sc.

Pnl. C

Bg.

day night



Dialog:

(guards screaming  
stuff smashing)

GMW! dang, sorry Ice King.

Action:

Timing:

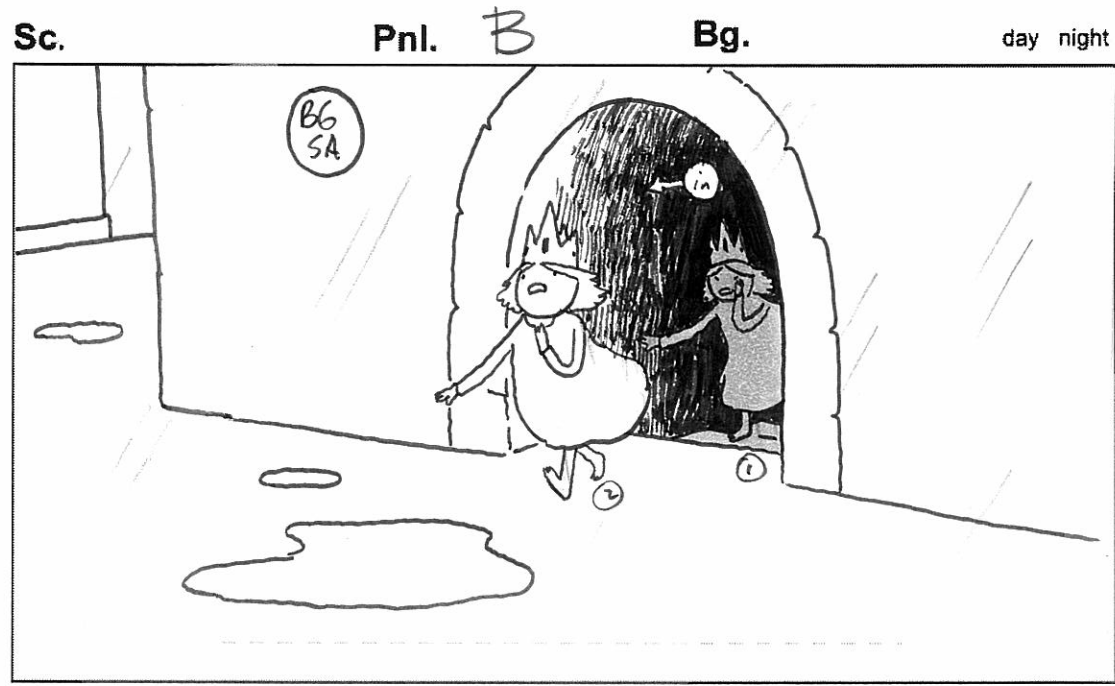
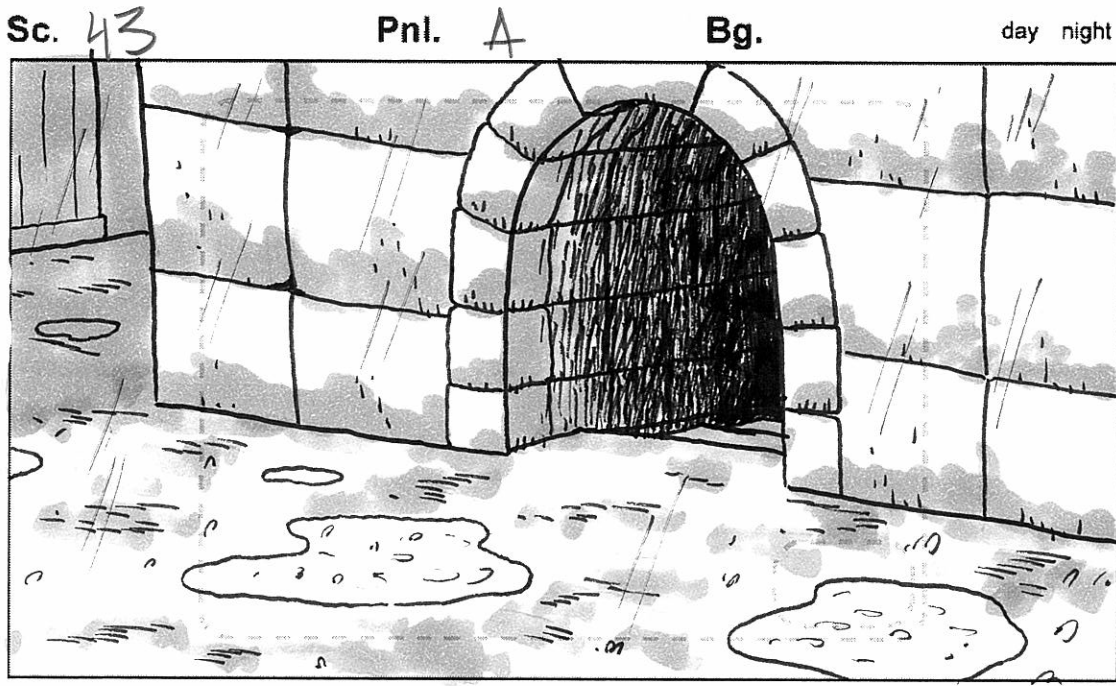
EPISODE #

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Production :

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ADVENTURE TIME



Dialog:	sfx ( sound of feet running up stairs)	Simoni : huff huff :
Action:	(drizzling)	
Timing:		

EPISODE # 1014-155  
Production :

# ADVENTURE TIME



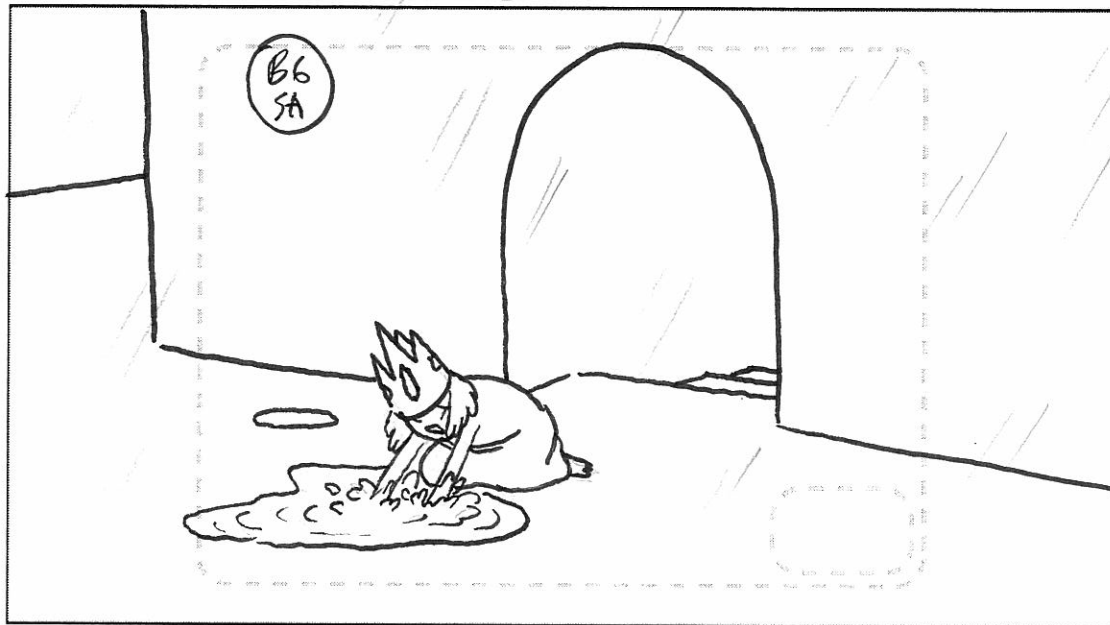
Page 35

Sc. 43

Pnl. C

Bg.

day night



Sc. 44

Pnl. A

Bg.

day night



Dialog:

Simon / OOFF!

sfx / : splash :

Simon / this must be it, man...

Action:

Timing:

Production :

EPISODE #

1014-155



# ADVENTURE TIME



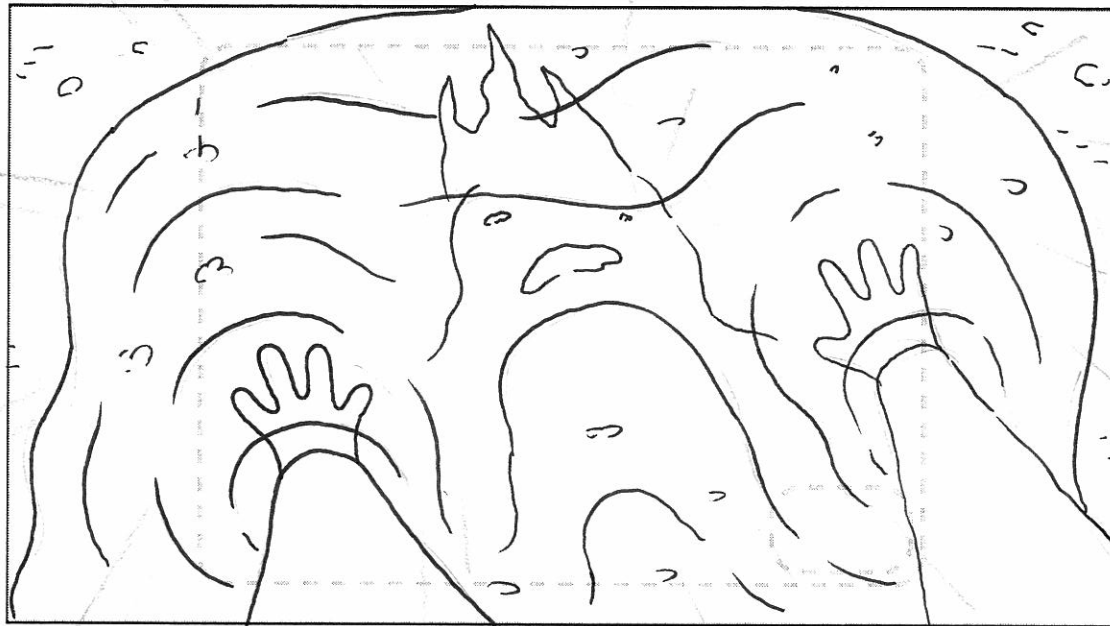
Page 3 6

Sc. 45

Pnl. A

Bg.

day night



Sc. 46

Pnl. A

Bg.

day night



Dialog: Simon / I've crossed into some new super  
insane zone →

(cont) Where I feel like I'm just normal again.

Action:

Timing:



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1014-155



ADVENTURE TIME



Sc. 46 Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:
Action:
Timing:

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Production :

ADVENTURE TIME



Sc. 47

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog:	Simon/ Or maybe I'm just normal again	Ash/ Hey stop looking at yourself
Action:	reflection of Ash appears in puddle	
Timing:		

Production :

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ADVENTURE TIME

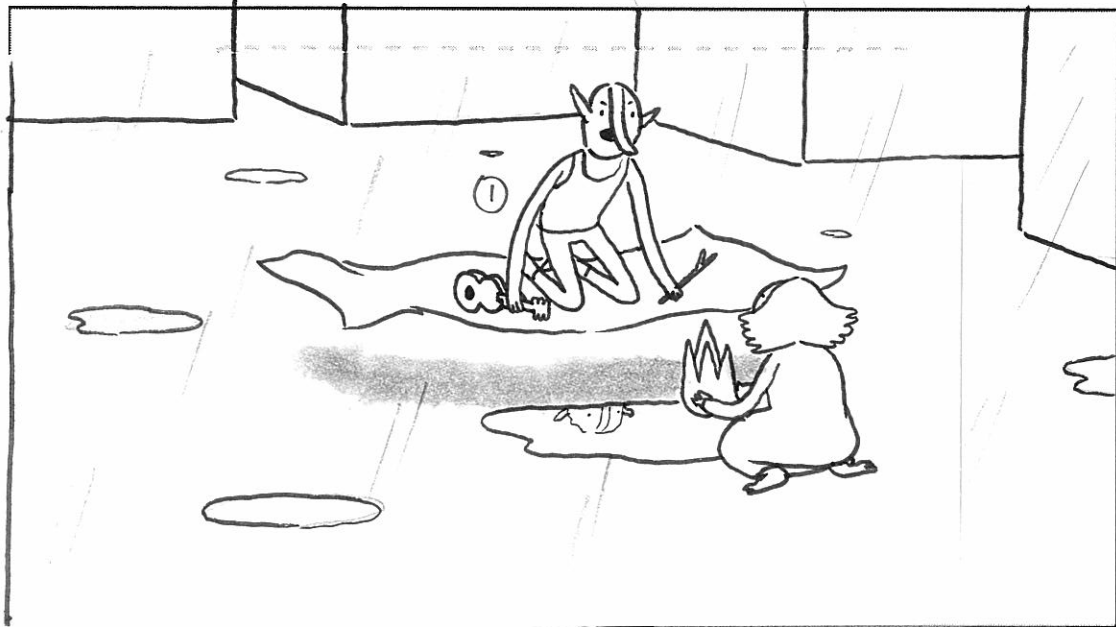


Sc. 48

Pnl. A

Bg.

day night

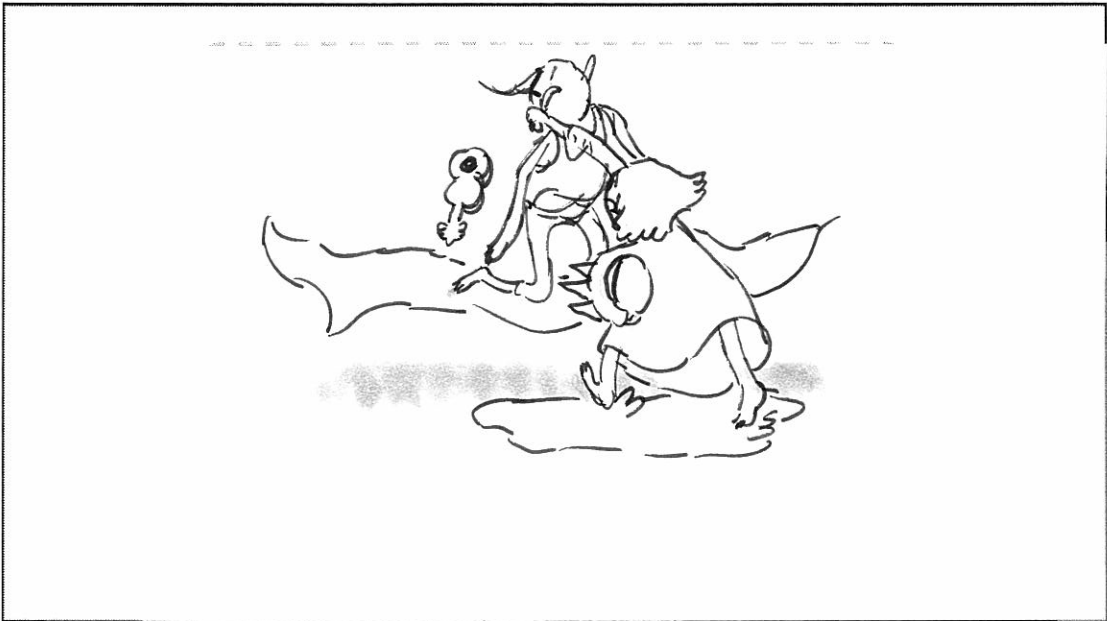


Sc.

Pnl. B

Bg.

day night

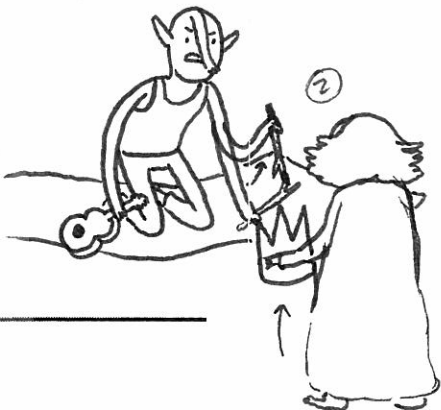


Dialog:

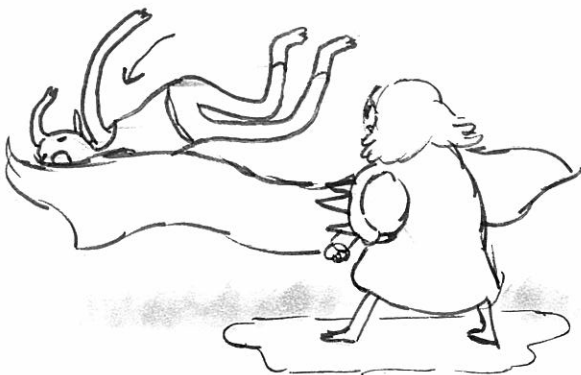
Ash/O You're ugly bro get lost. This is my busking spot.

Action:

Timing:



Sfx/BOP



Production :

EPISODE #

1014-155

# ADVENTURE TIME



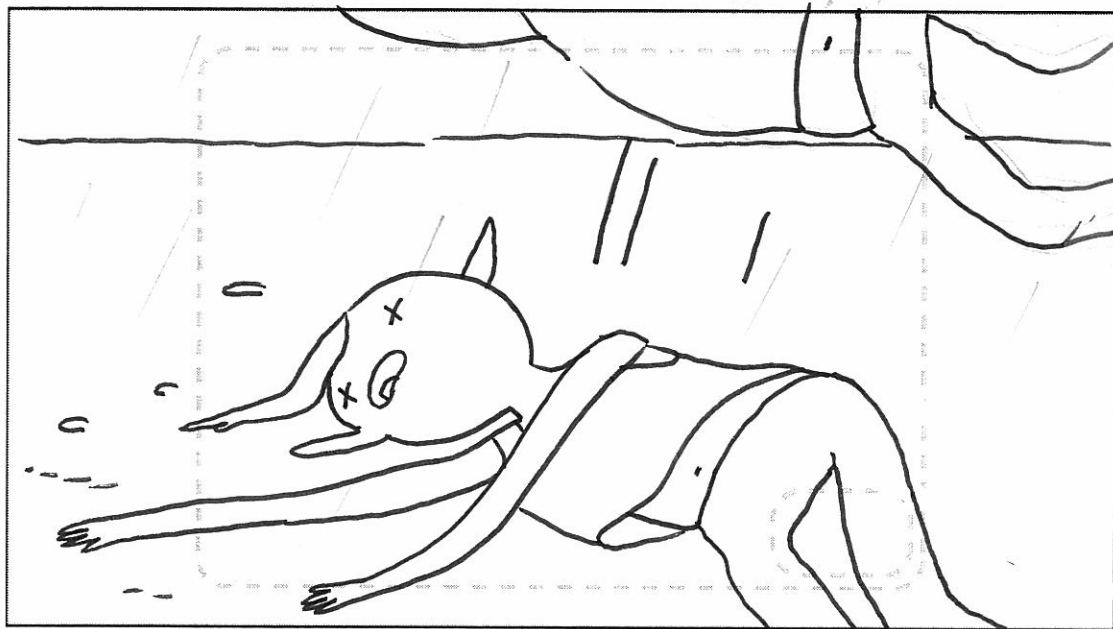
Page 40

Sc. 49

Pnl. A

Bg.

day night

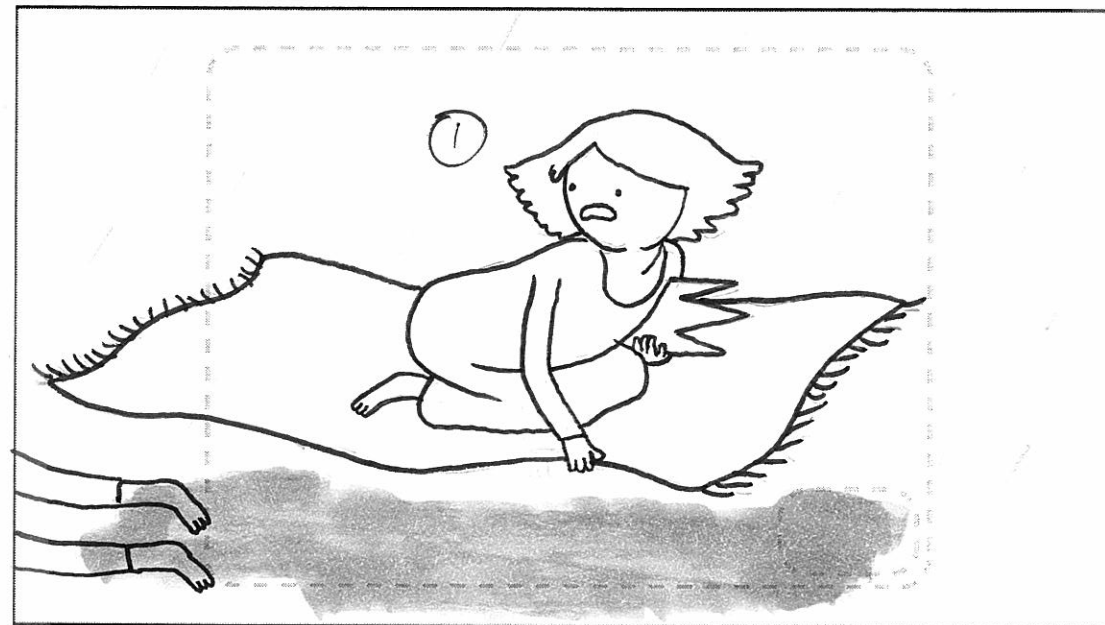


Sc. 50

Pnl. A

Bg.

day night



Dialog:

≡ WHUMP ≡

5/0 Sorry man no  
time!  
② go carpet?

Action:

Timing:



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ADVENTURE TIME

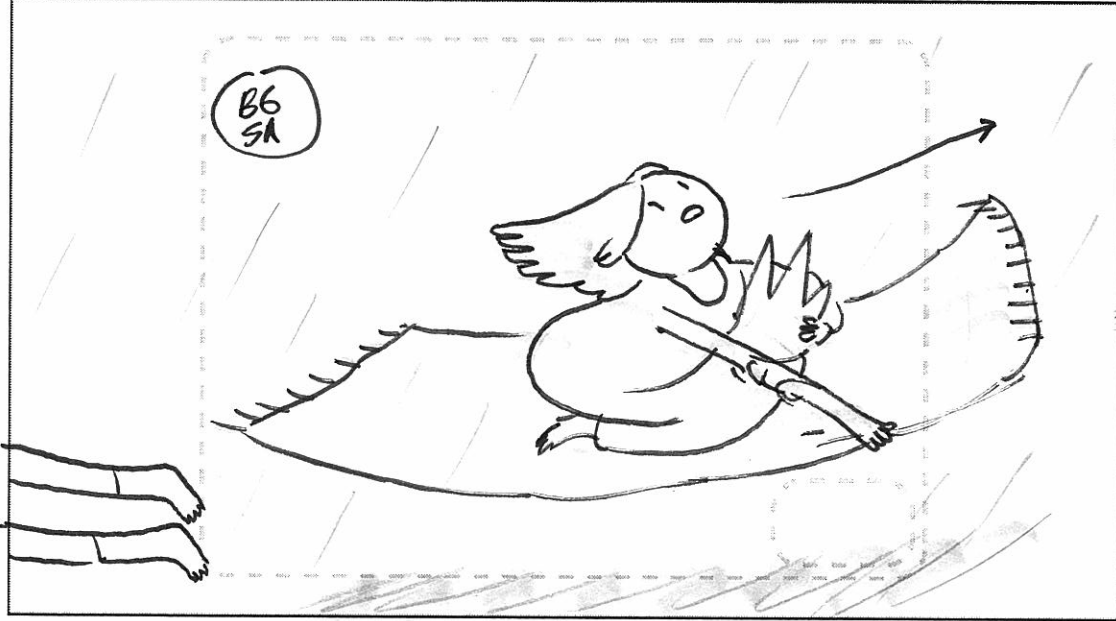


Sc. 50

Pnl. B

Bg.

day night

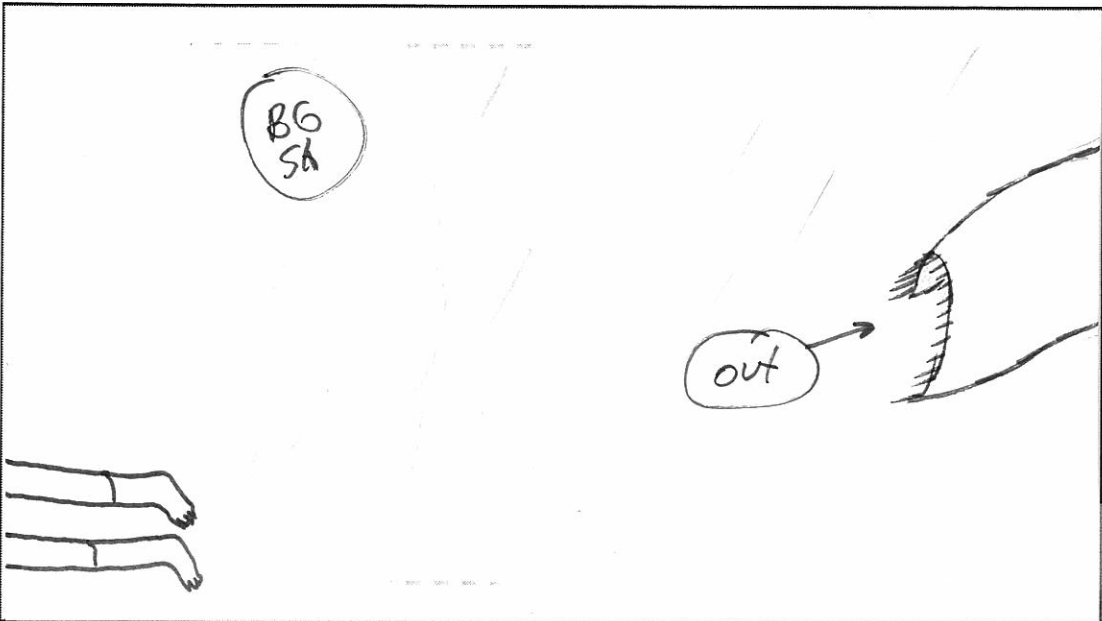


Sc.

Pnl. C

Bg.

day night



Dialog:
~ wip !
Action:
Timing:

Production :

EPISODE #

1014-155

# ADVENTURE TIME



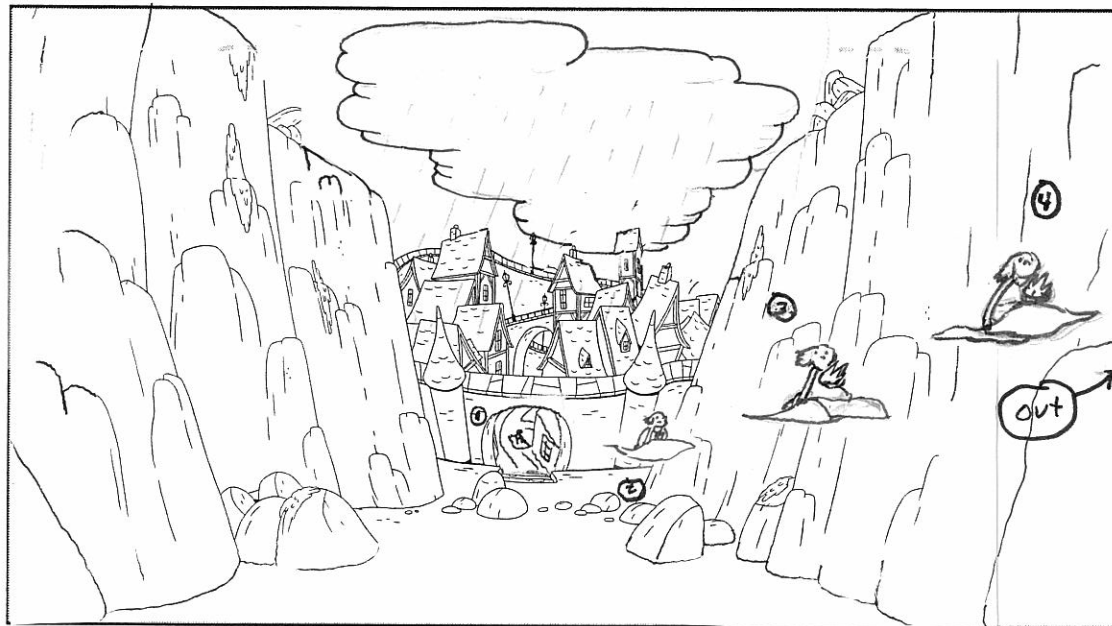
Page 42

Sc. 51

Pnl. A

Bg.

day night

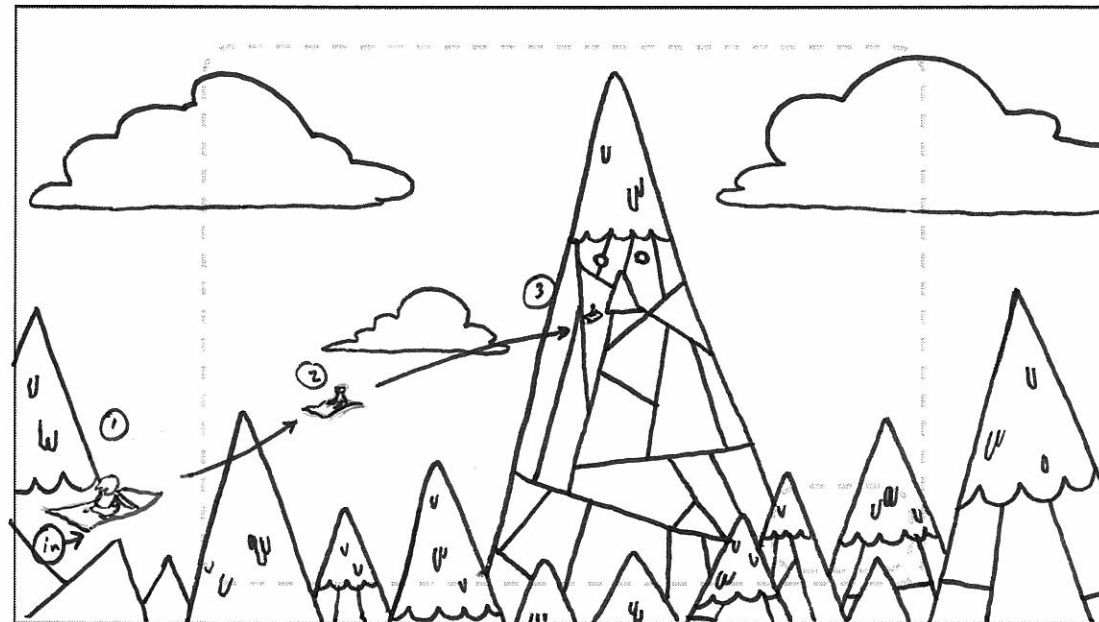


Sc. 52

Pnl. A

Bg.

day night



Dialog:

Action:

fly out of wizard city  
single cloud raining over wiz city still bright out

Timing:

Production :

EPISODE #

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# ADVENTURE TIME

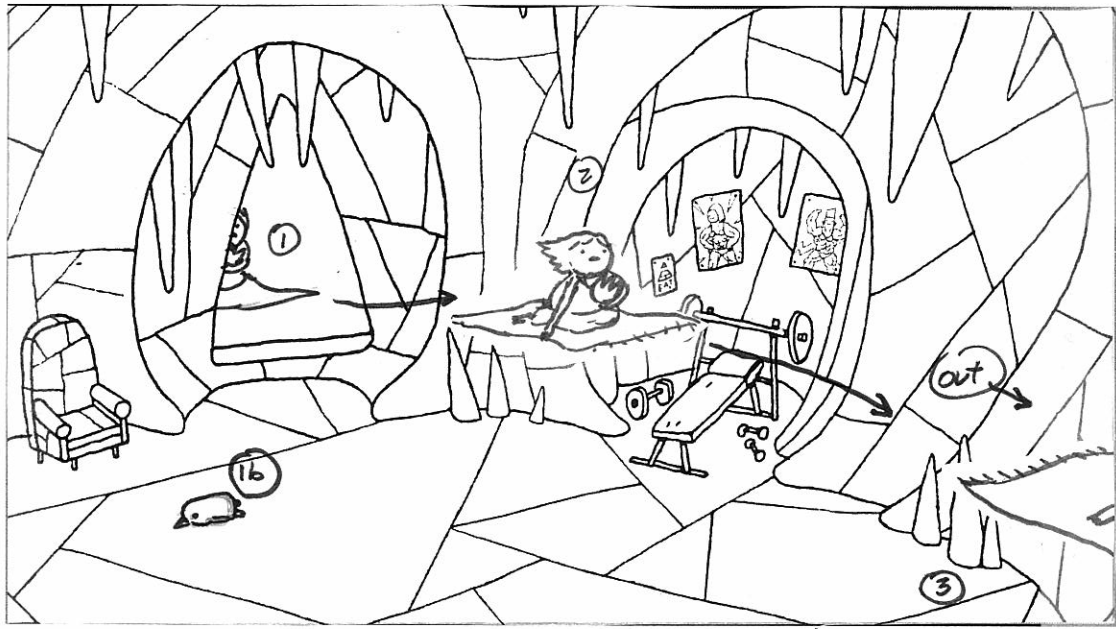


Sc. 53

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

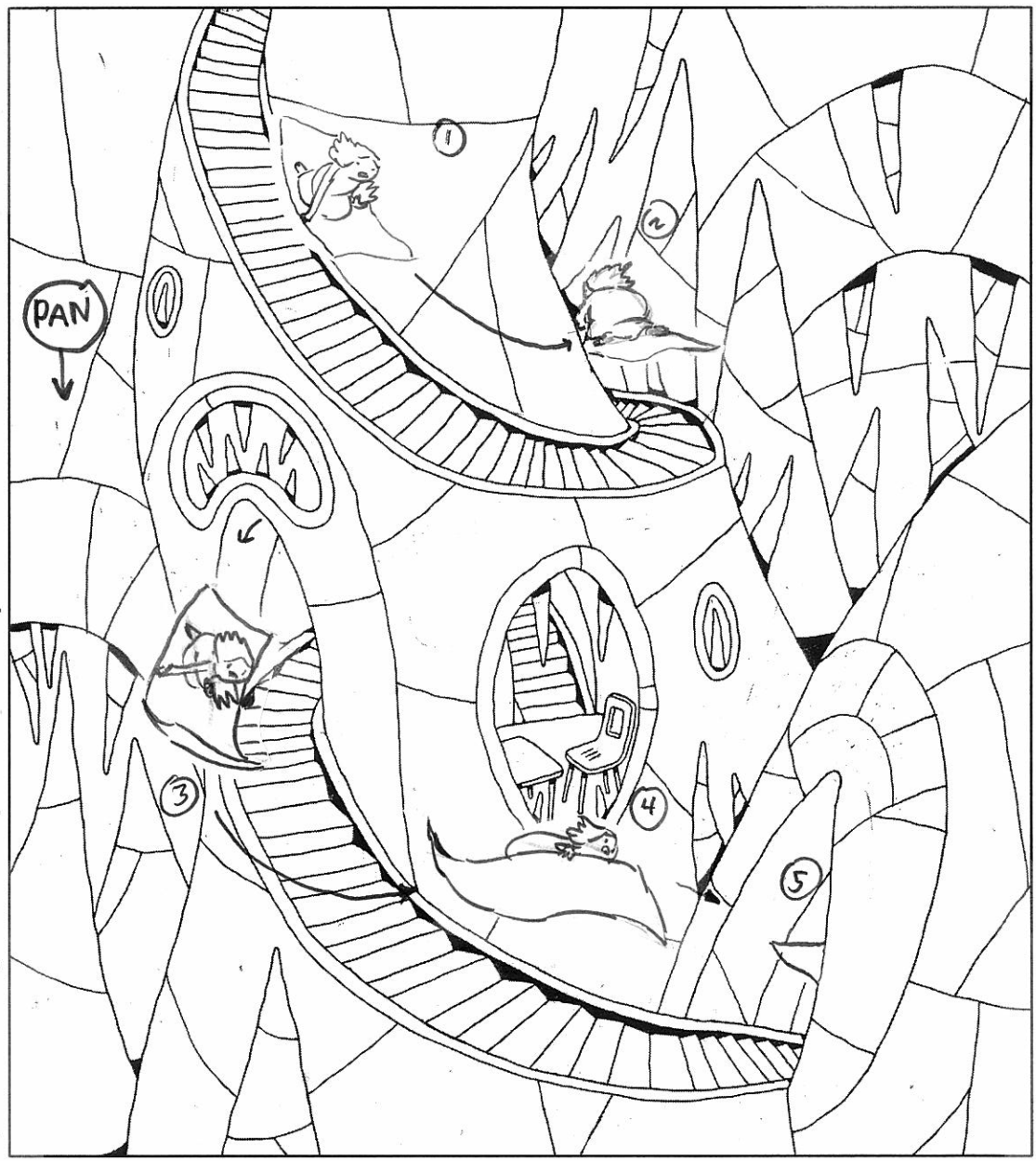


Sc. 54

Pnl. A

Bg.

day night



Production :

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# ADVENTURE TIME



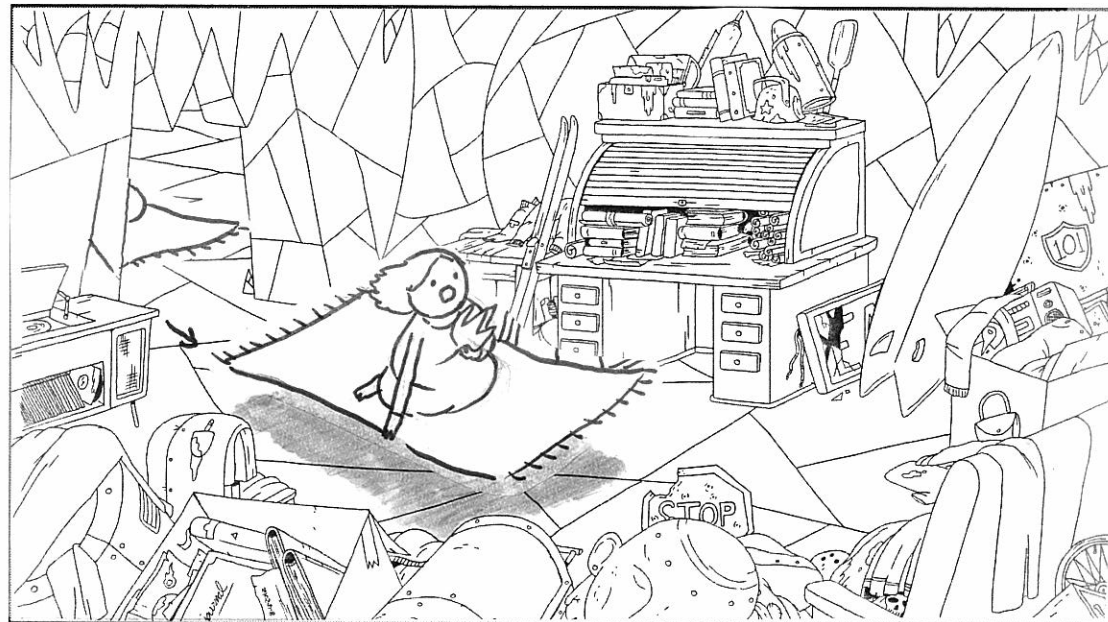
Page 44

Sc. 55

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog:

Simon / woahh-kay!

Simon / it's gotta be here...

Action:

carpet stops

Timing:

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Production :

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ADVENTURE TIME

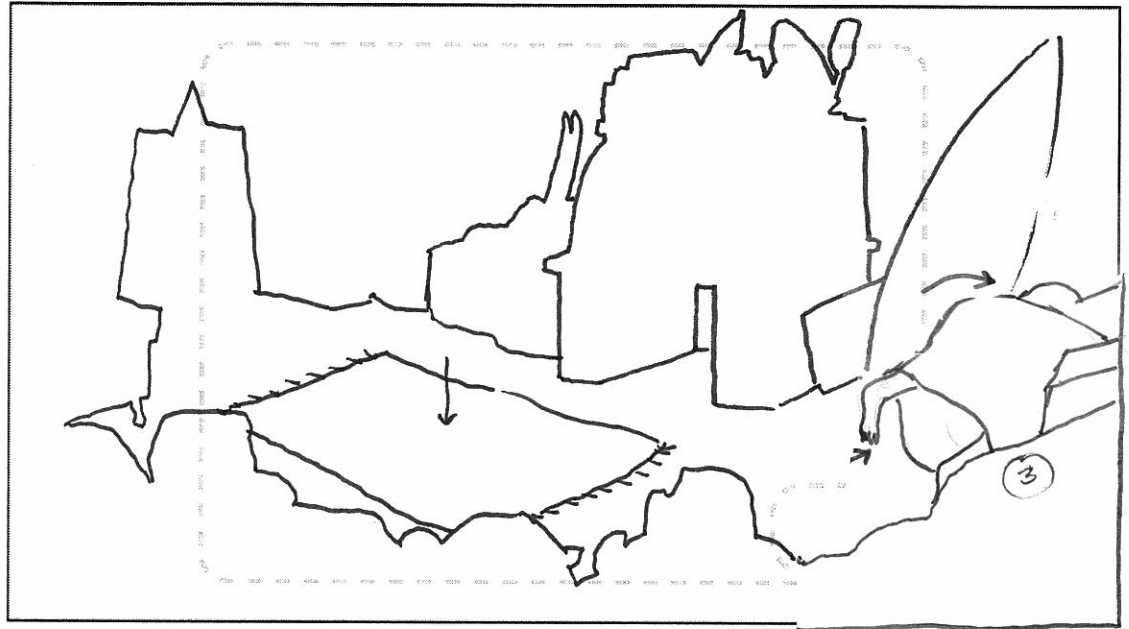


Sc. 55

Pnl. C

Bg.

day night



Sc. 56

Pnl. A

Bg.

day night



Dialog: Simon/ even in my prolonged state of insanity -

S/ MY immutable essence must have known to -

Action: (carpet drifts to floor)

Timing:

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Production :

# ADVENTURE TIME



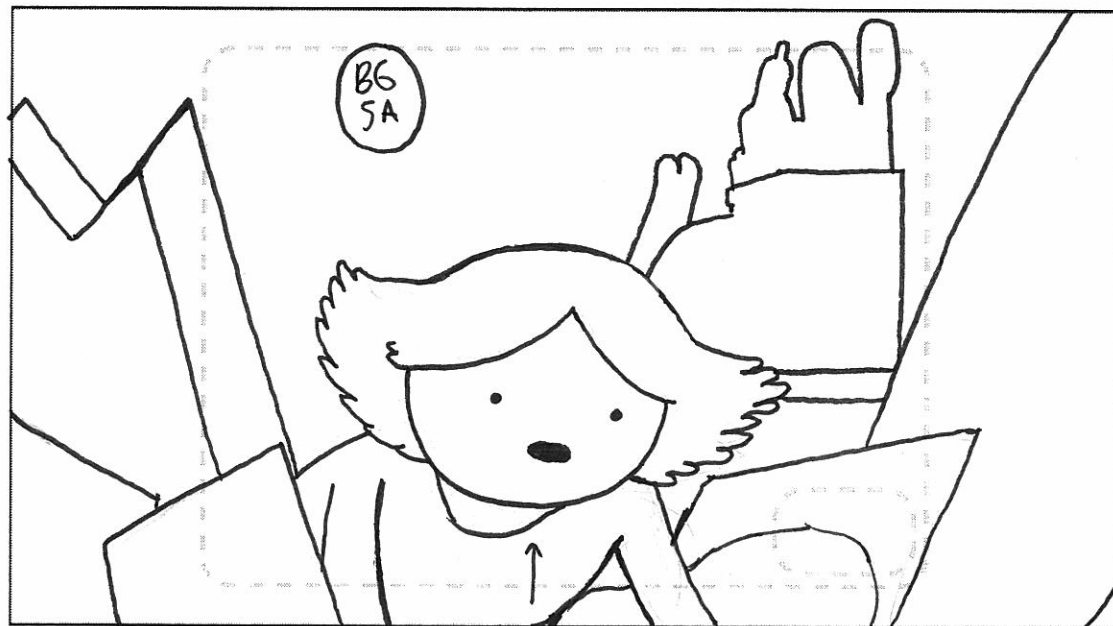
Page 46

Sc. 57

Pnl. A

Bg.

day night

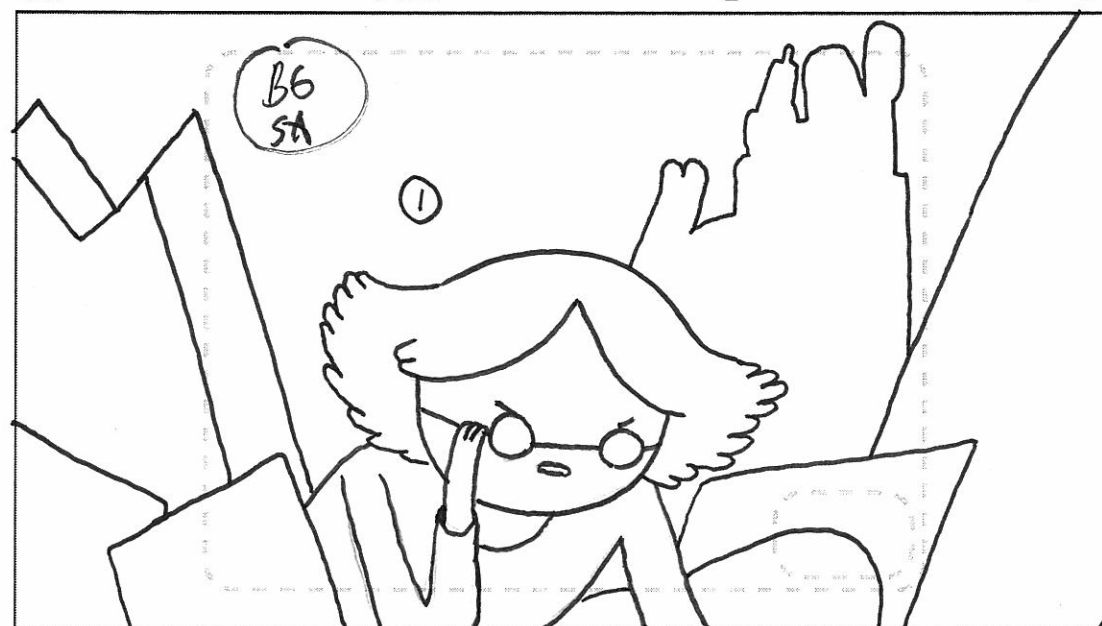


Sc.

Pnl. B

Bg.

day night



Dialog:

Simon/ ① Oh ② yesss.

S/ hello  
① ② ③ ②

Action:

Timing:



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# ADVENTURE TIME

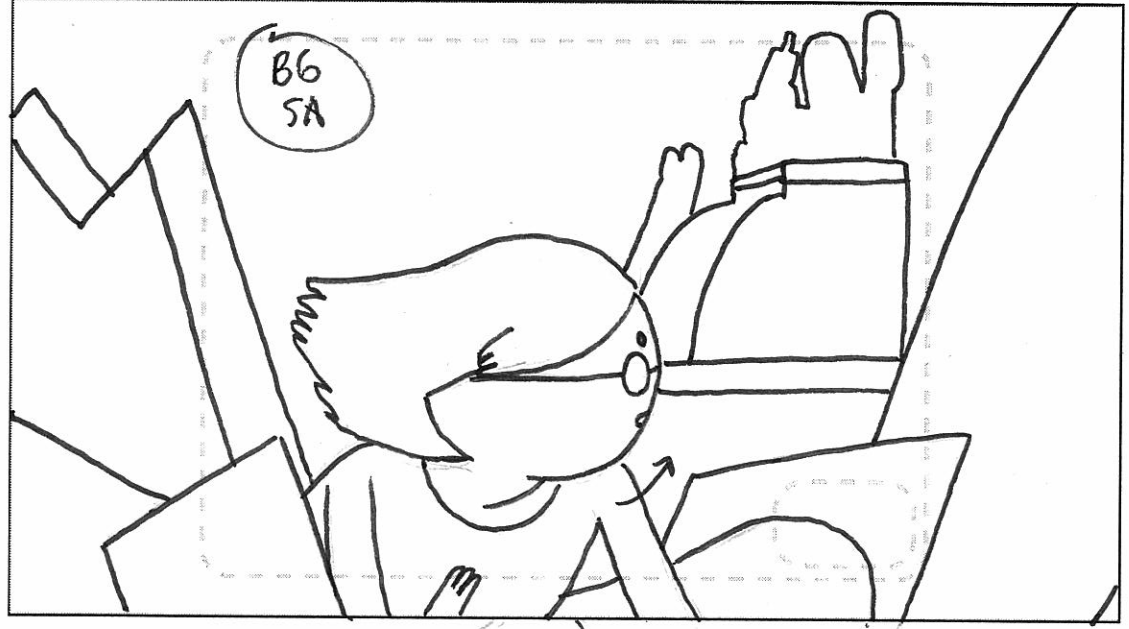


Sc. 57

Pnl. C

Bg.

day night

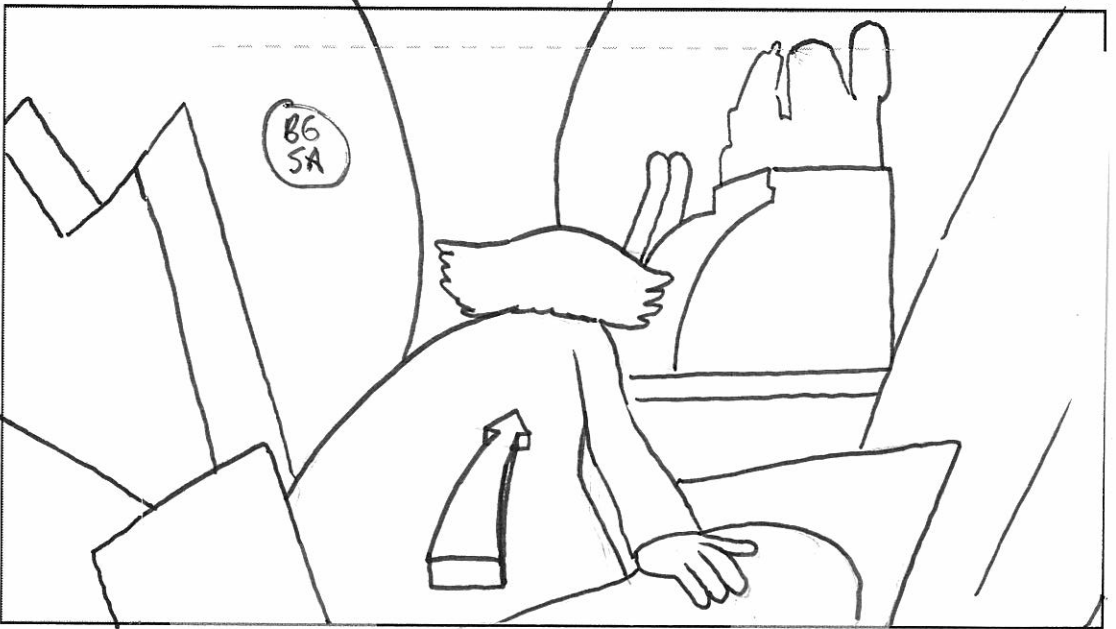


Sc.

Pnl. D

Bg.

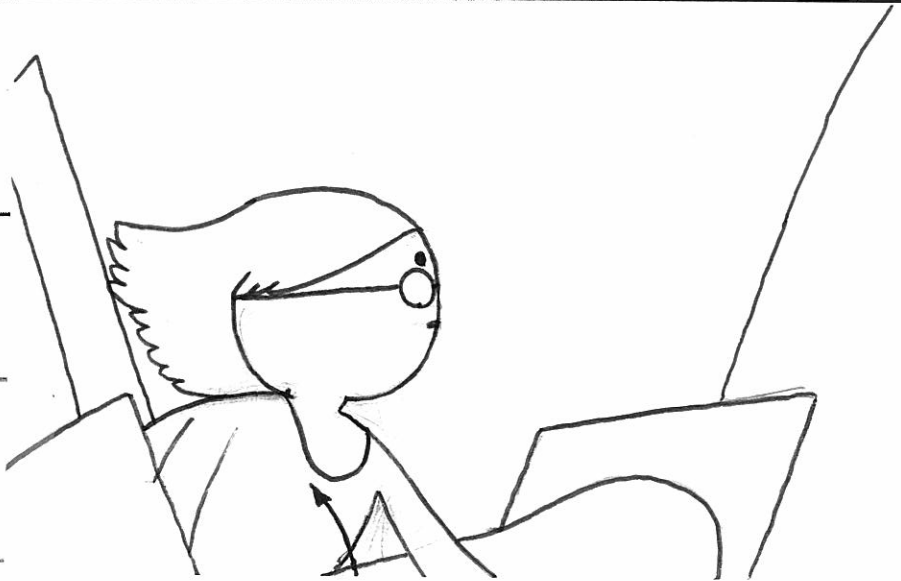
day night



Dialog:

Action:

Timing:



EPISODE #

Production :

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ADVENTURE TIME

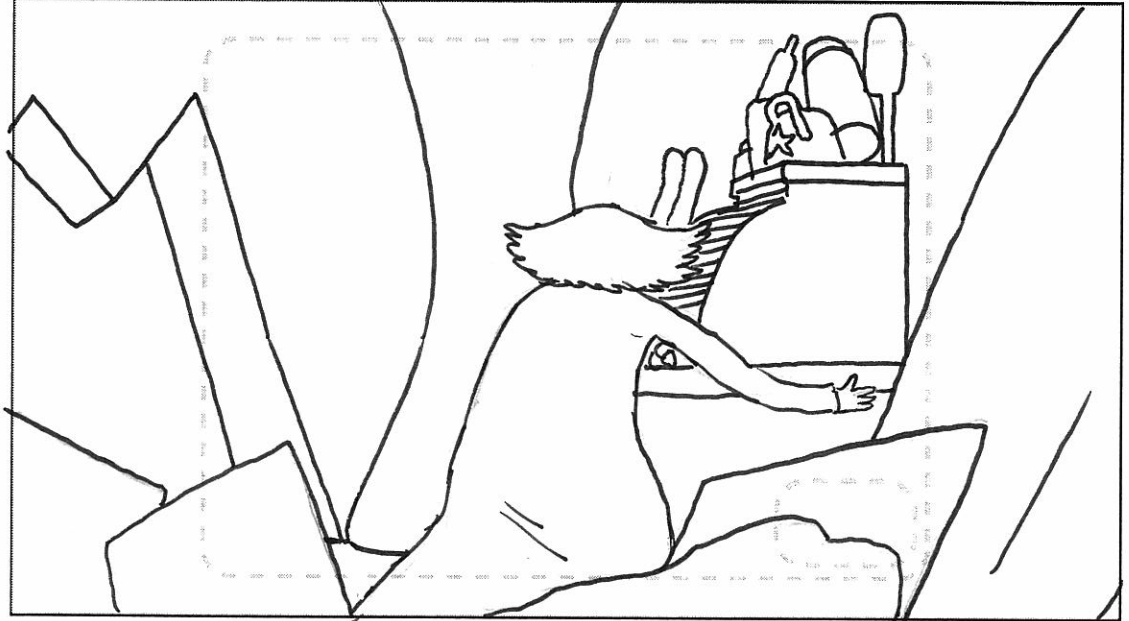


Sc. 57

Pnl. E

Bg.

day night

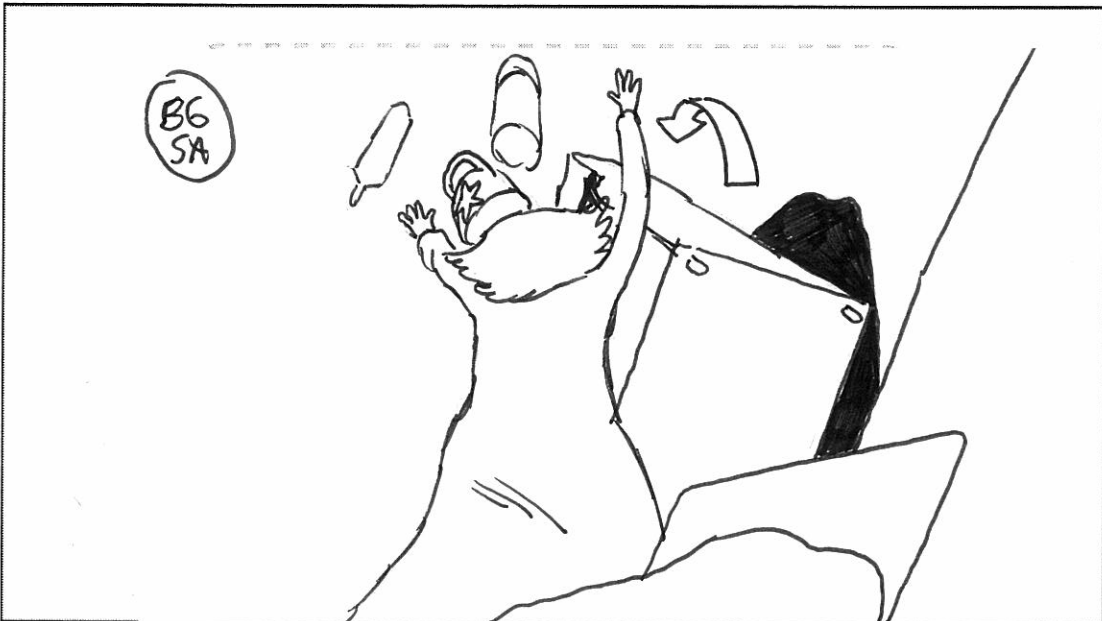


Sc.

Pnl. F

Bg.

day night



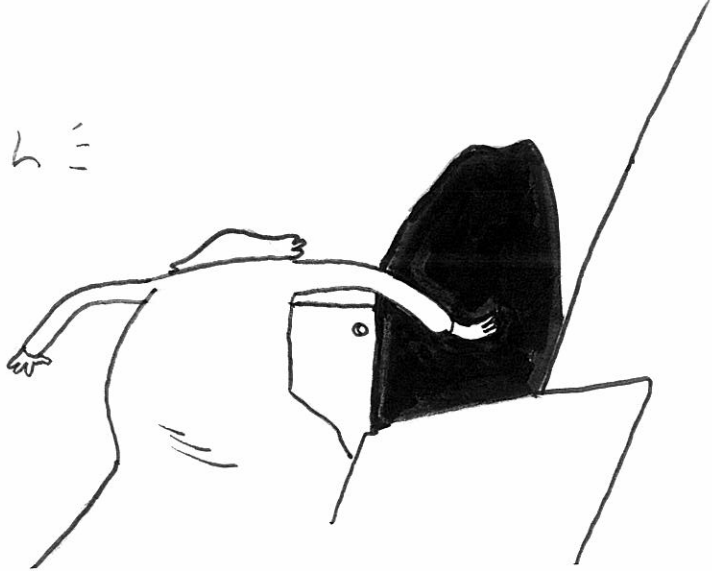
Dialog:

Simon / UNGH!

Action:

= crash =

Timing:



EPISODE #

1014-155

Production :



ADVENTURE TIME

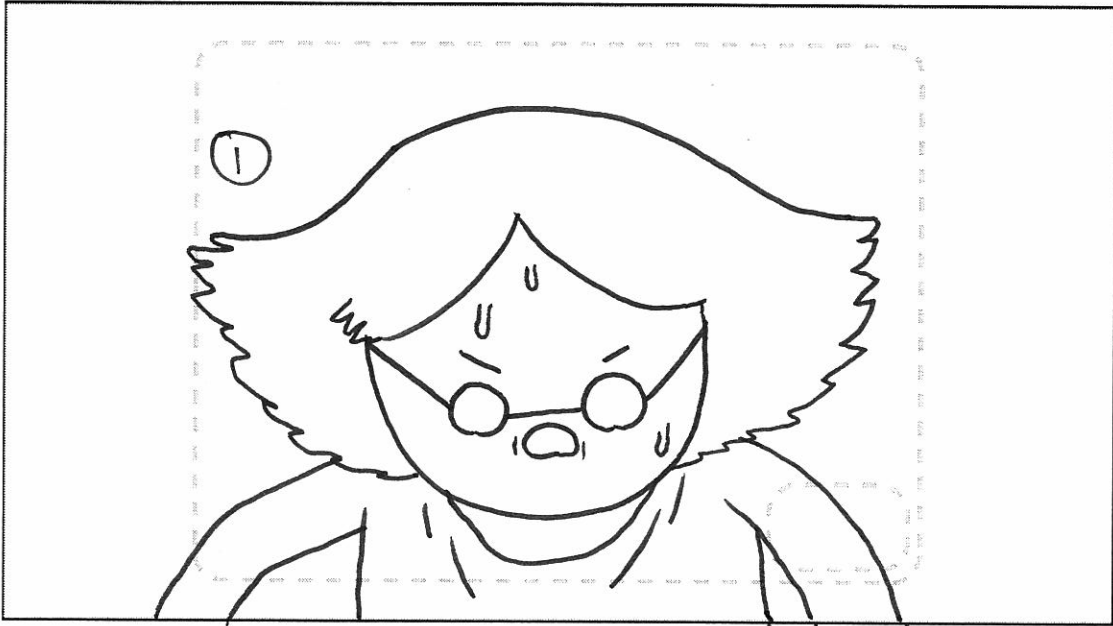


Sc. 58

Pnl. A

Bg.

day night

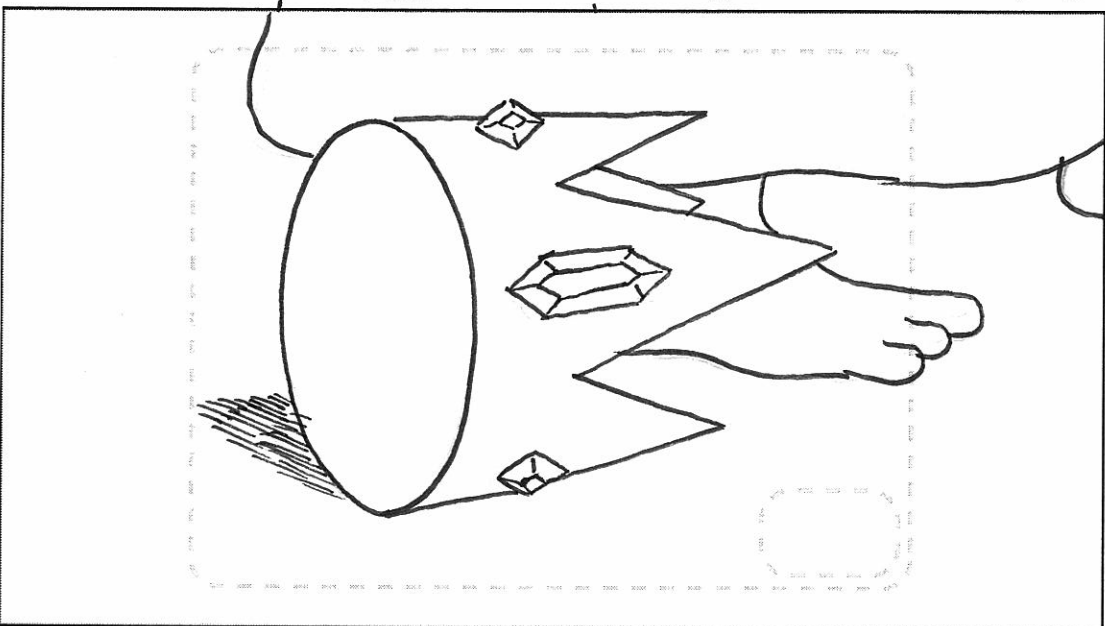


Sc. 59

Pnl. A

Bg.

day night



Dialog:

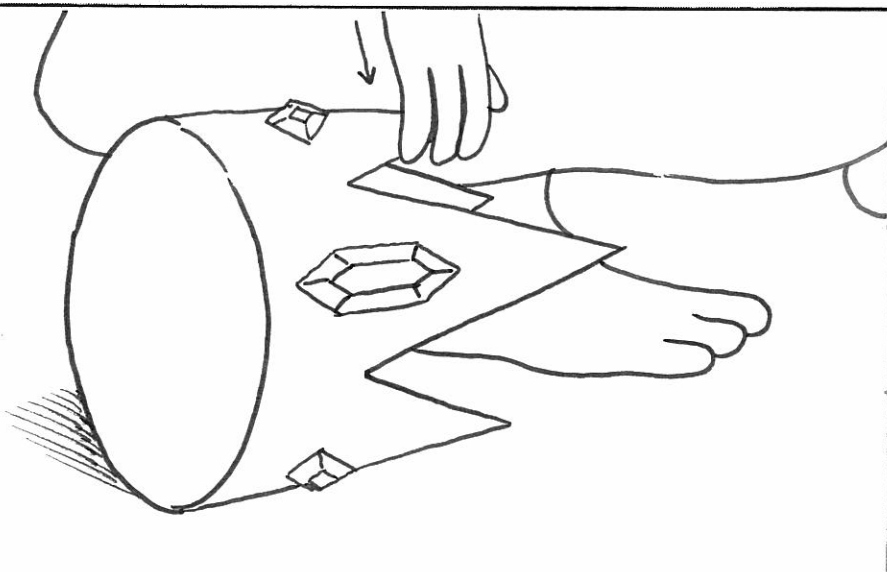
S/ hvff hvff hvff



\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



EPISODE #

1014-155

Production :

ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night

Sc. 61 Pnl. A Bg. day night

Dialog:
Action:
Timing:

# ADVENTURE TIME



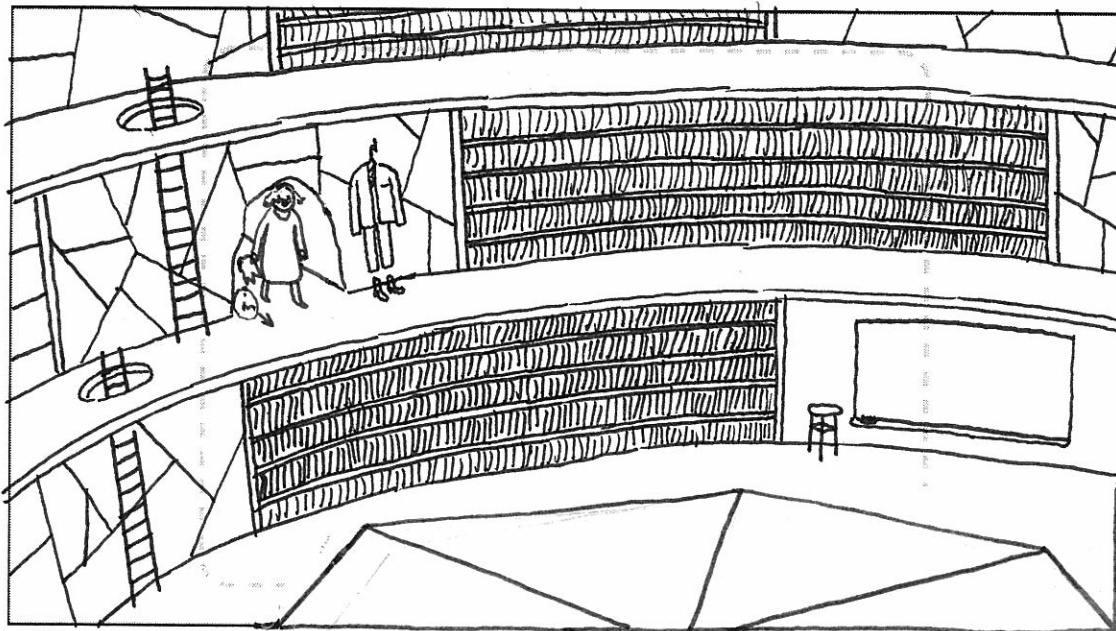
Page 51

Sc. 62

Pnl. A

Bg.

day night

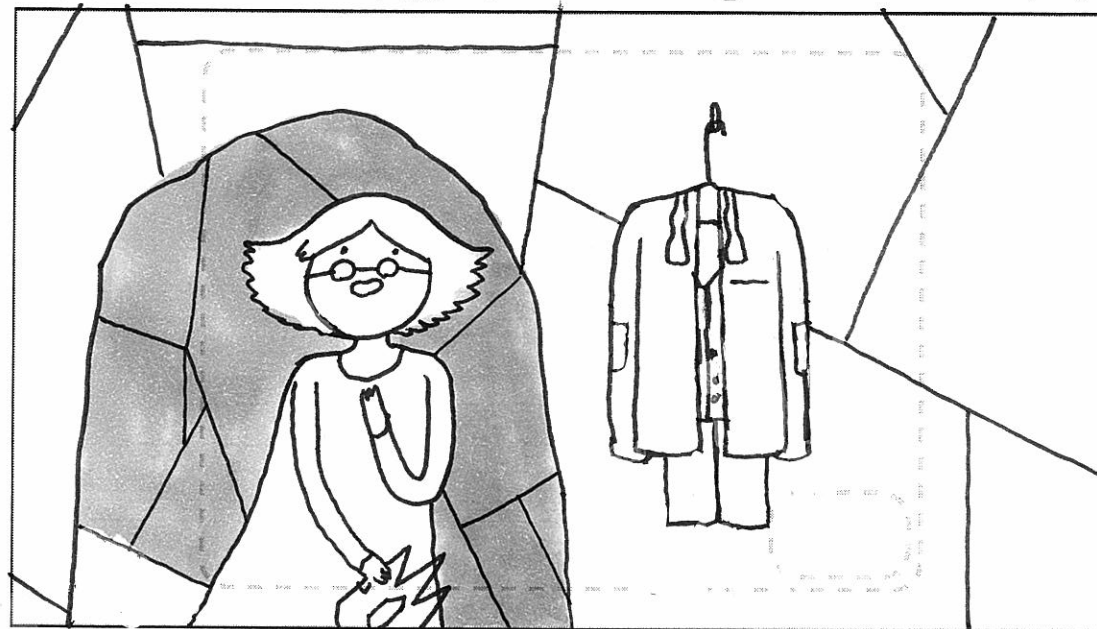


Sc. 63

Pnl. A

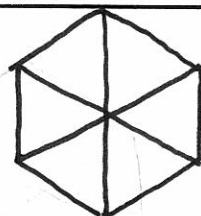
Bg.

day night



Dialog:

simon / ah -



← center  
room  
pattern

simon / my research!

Action:

Timing:

EPISODE #

1014-155

Production :

ADVENTURE TIME

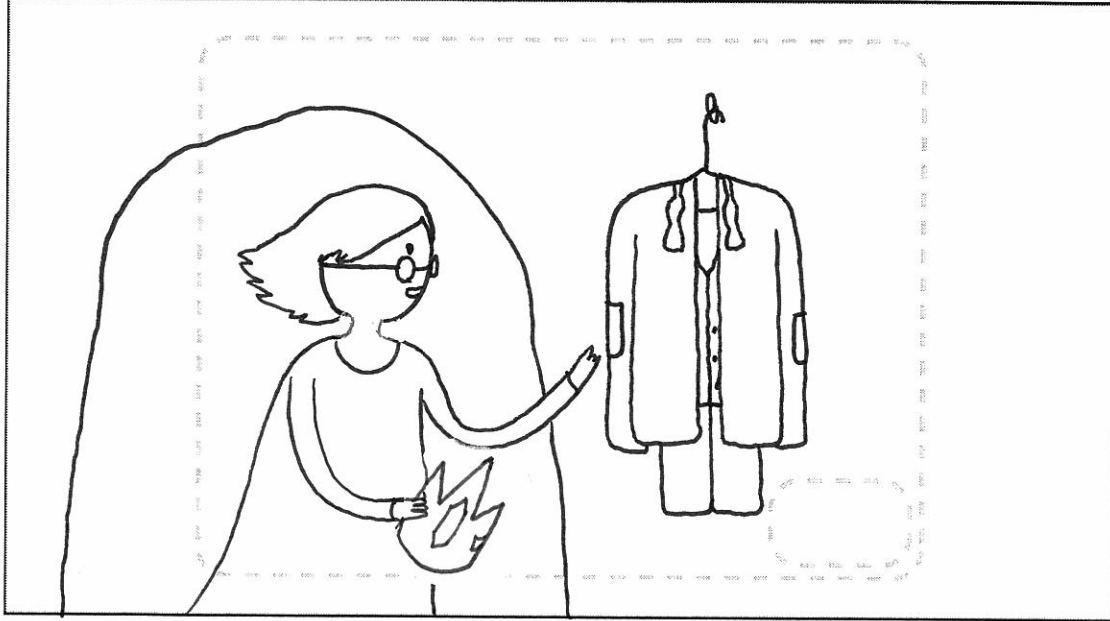


Sc. 63

Pnl. B

Bg.

day night

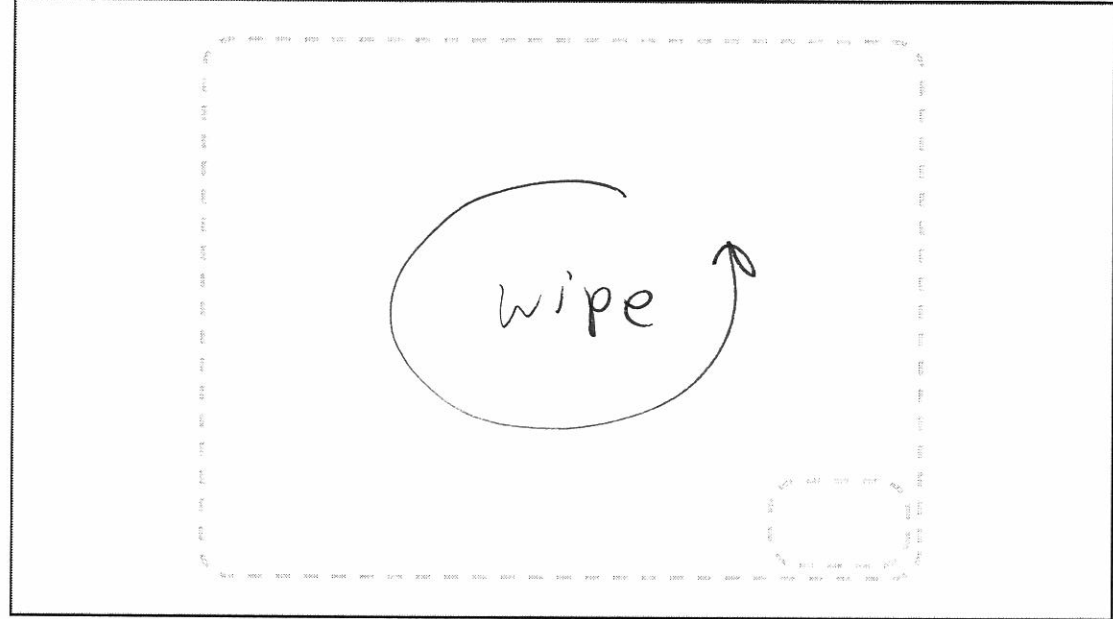


Sc.

Pnl.

Bg.

day night



Dialog: Simon / my jackie! Jacket!

Action:

Timing:

EPISODE #

1014-155

Production :

# ADVENTURE TIME



Page 53  
day night

Sc. 64

Pnl. A

Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Simon / ① mutation ② mutation, mind expa-  
③ ah!

Action:

Timing:

Production :

EPISODE #

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ADVENTURE TIME

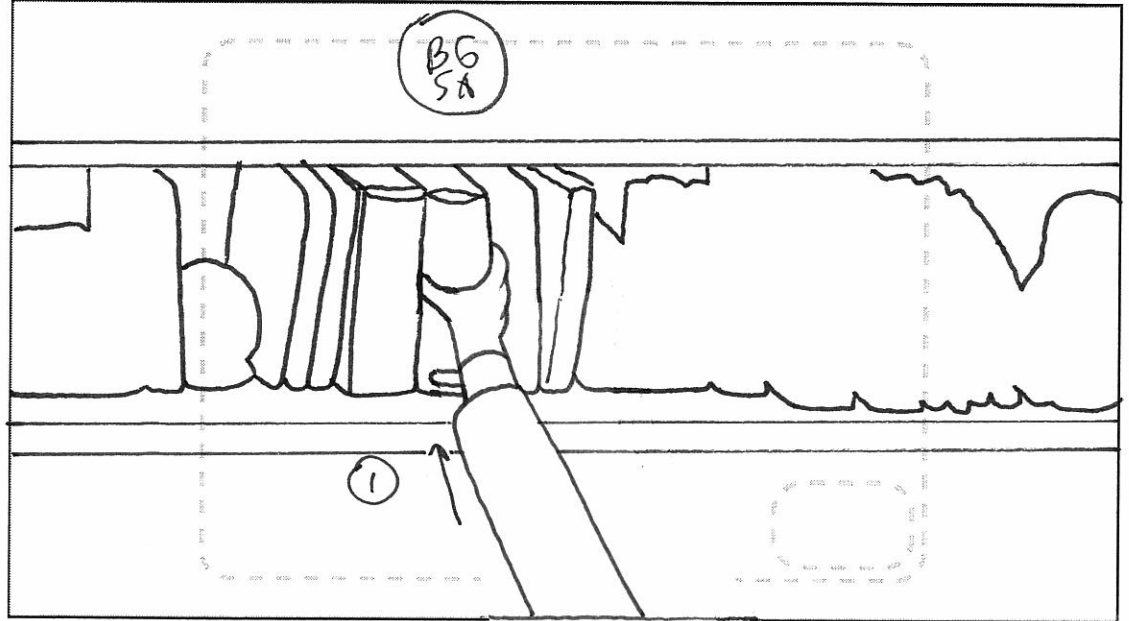


Sc. 64

Pnl. B

Bg.

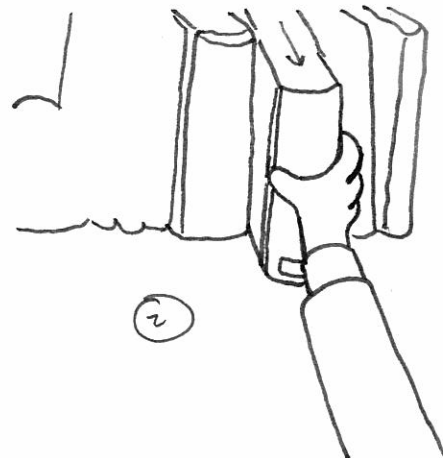
day night



Dialog:  
S/Here we go  
① — ②

Action:  
(pull out book)

Timing:

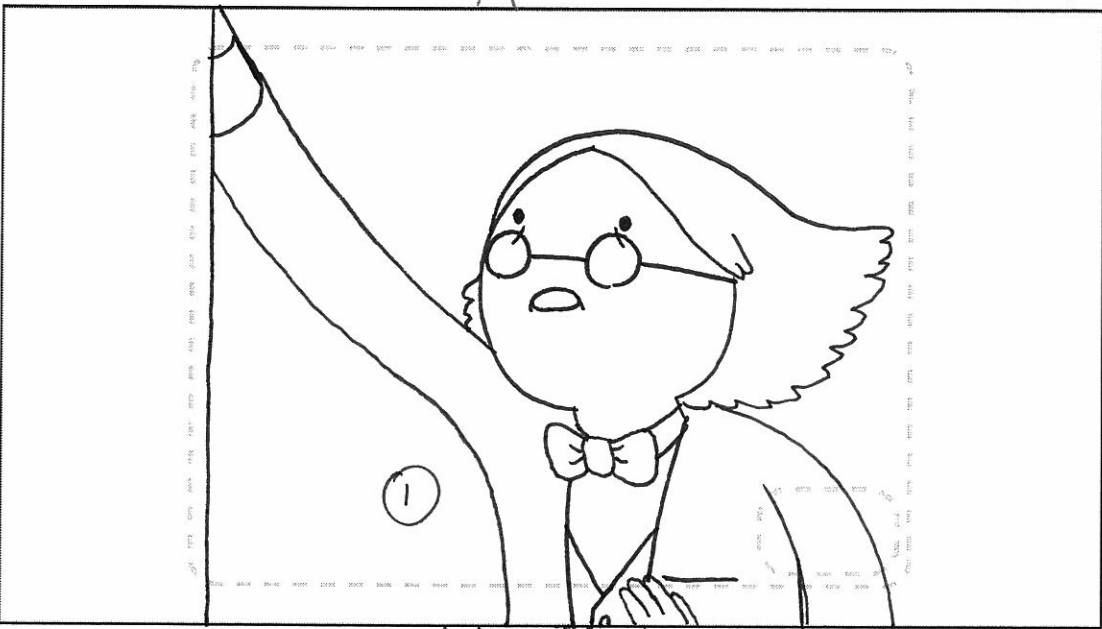


Sc. 65

Pnl. A

Bg.

day night



Simon / "Mystic Ritvals and their  
Space-Time  
Applications"



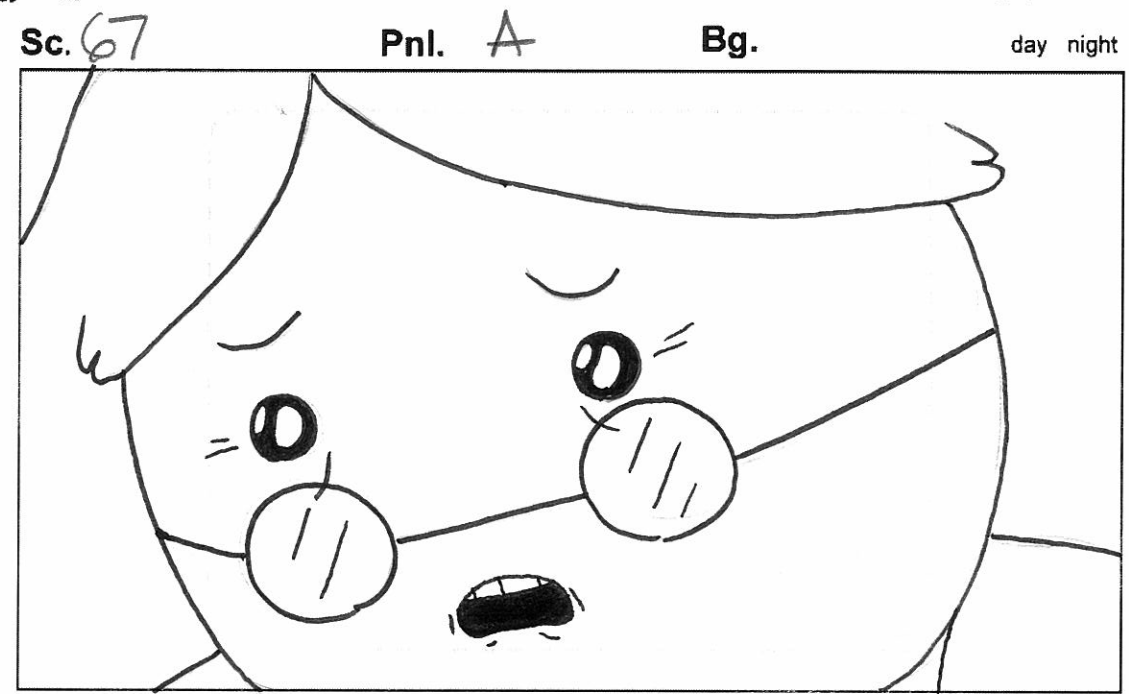
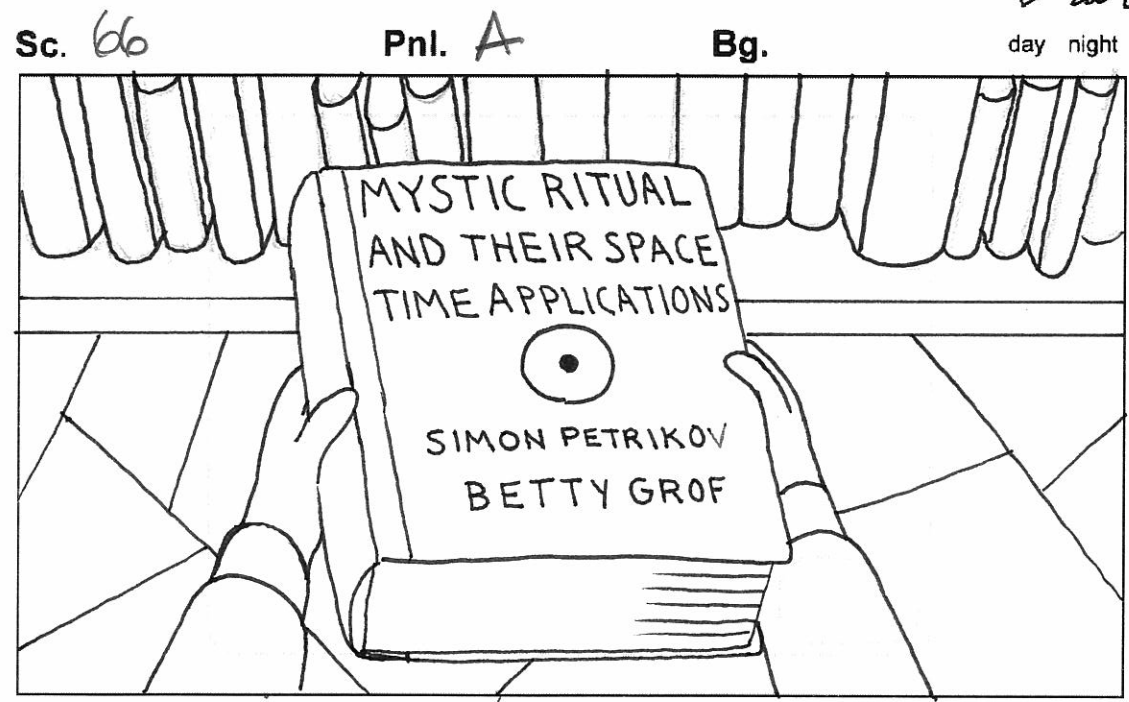
Production :

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1014-155



ADVENTURE TIME



Dialog:	Simon / "Simon Petrikov and Betty Grof"	Simon / Betty
Action:	photo slips out of back →	
Timing:		

# ADVENTURE TIME

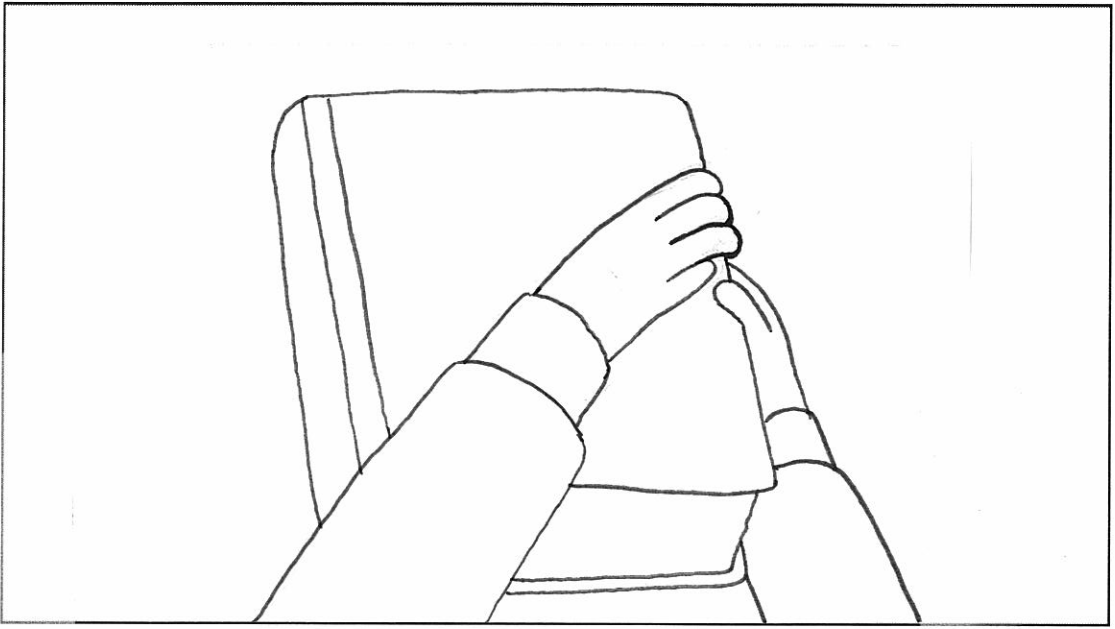


Sc. 68

Pnl. A

Bg.

day night

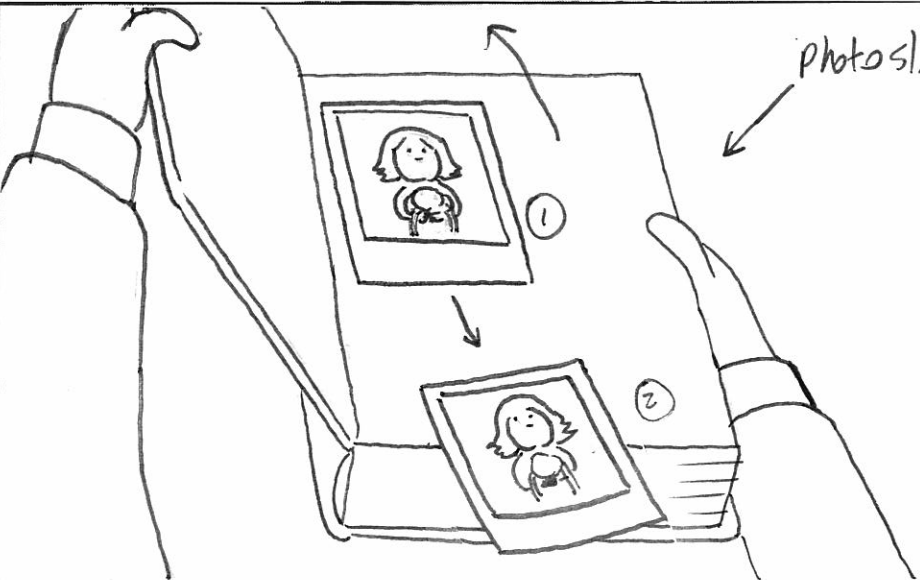
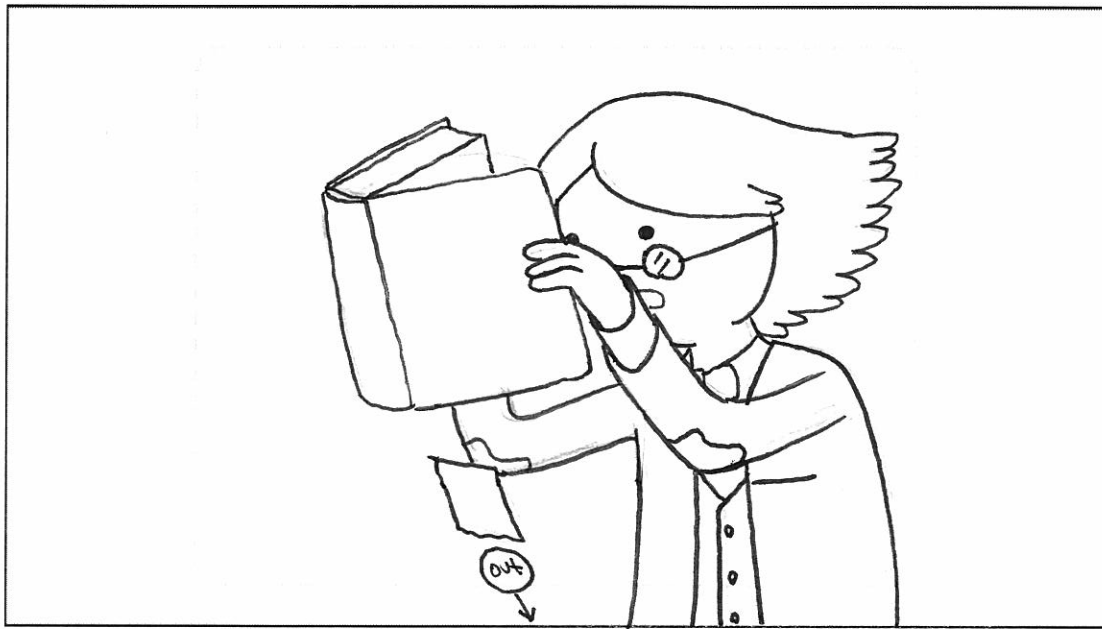


Sc. 69

Pnl. A

Bg.

day night



photoslips out of book

Simon/ Woops

Production :

EPISODE #

1014-155

ADVENTURE TIME

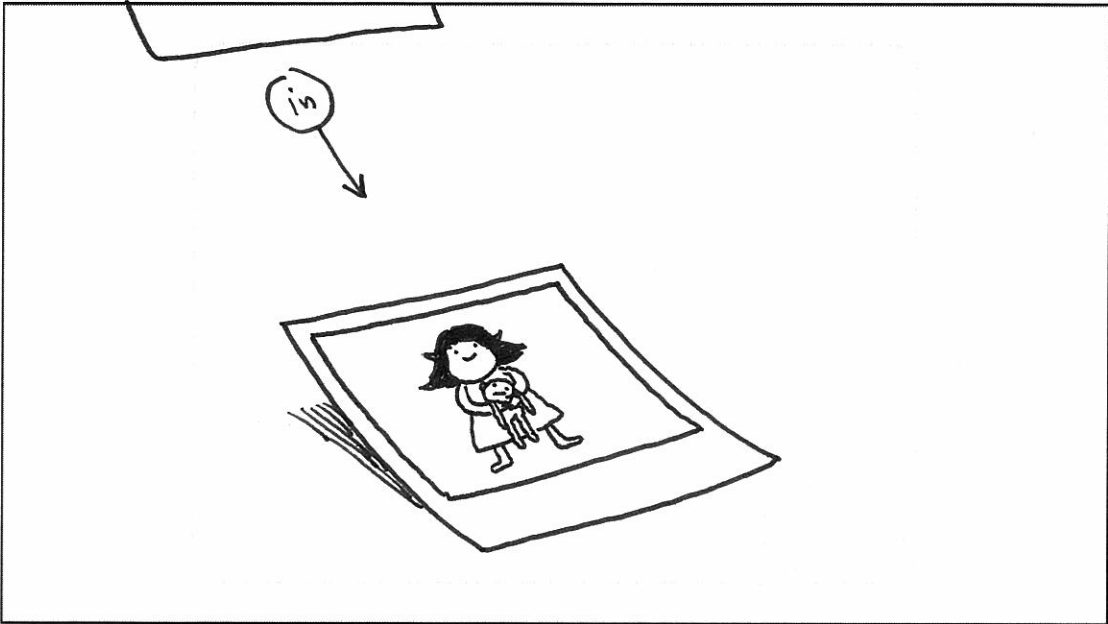


Sc. 70

Pnl. A

Bg.

day night

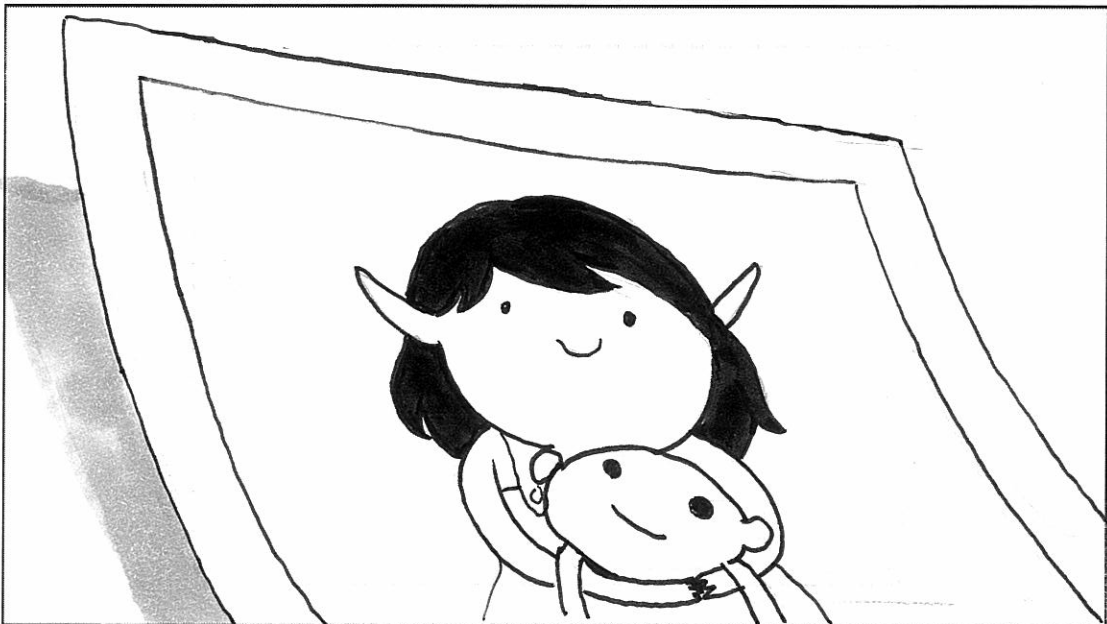


Sc. 71

Pnl. A

Bg.

day night



Dialog:

Simon/OS) marceline...

Action:

Timing:

1014-155  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 72

Pnl. A

Bg.

day night

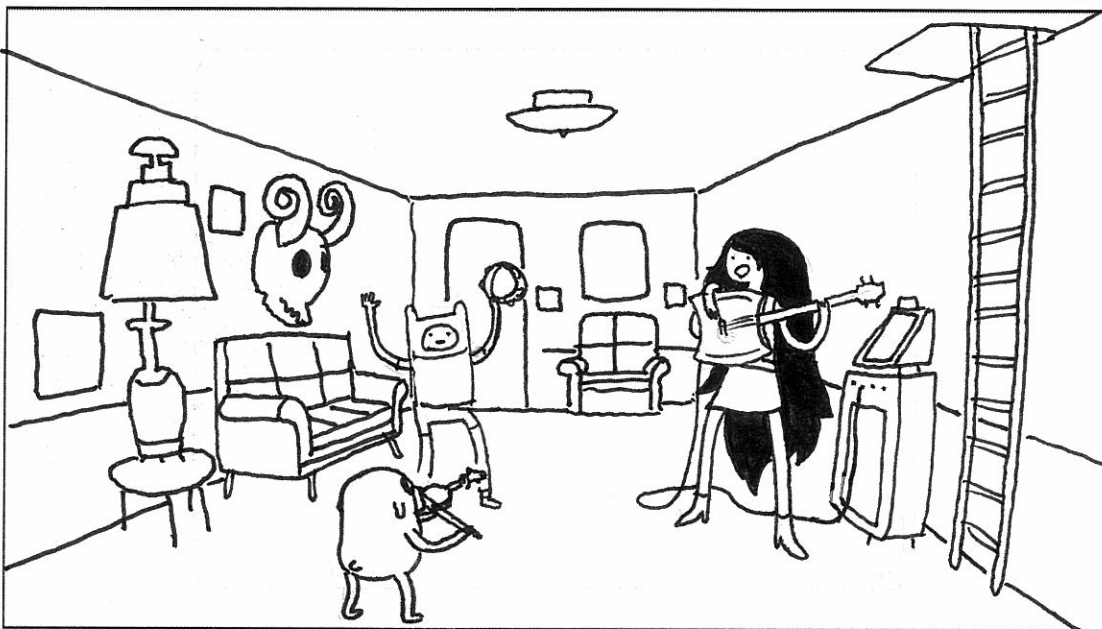


Sc. 73

Pnl. A

Bg.

day night



Dialog:	Marceline/ One, two... one two —————> three four !
Action:	
Timing:	

1014-155  
EPISODE #  
Production :

# ADVENTURE TIME



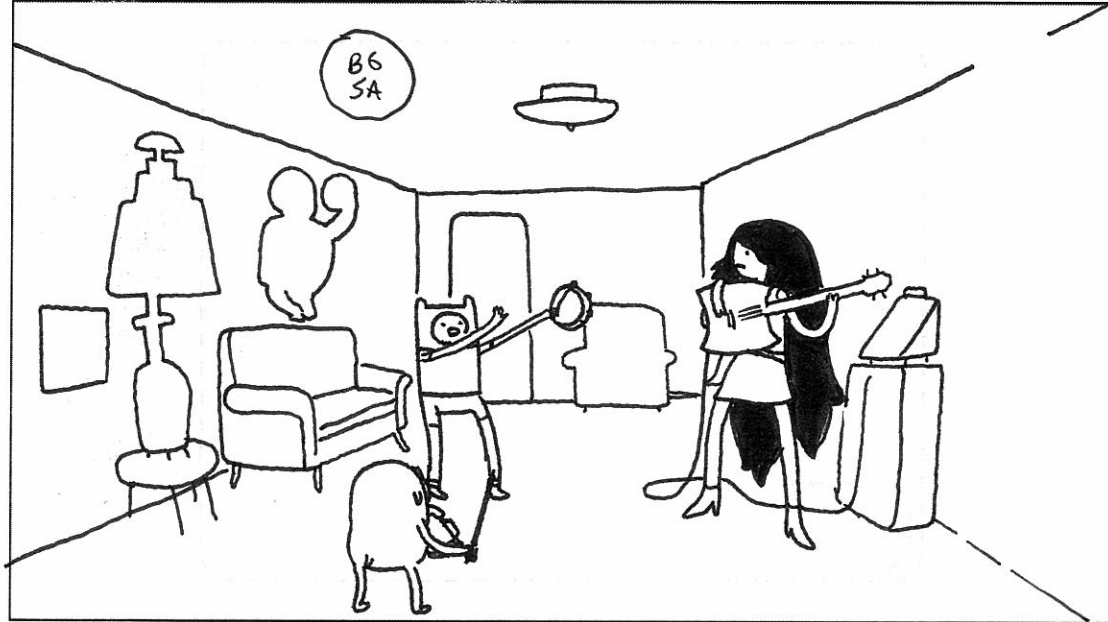
Page 59

Sc. 73

Pnl. B

Bg.

day night

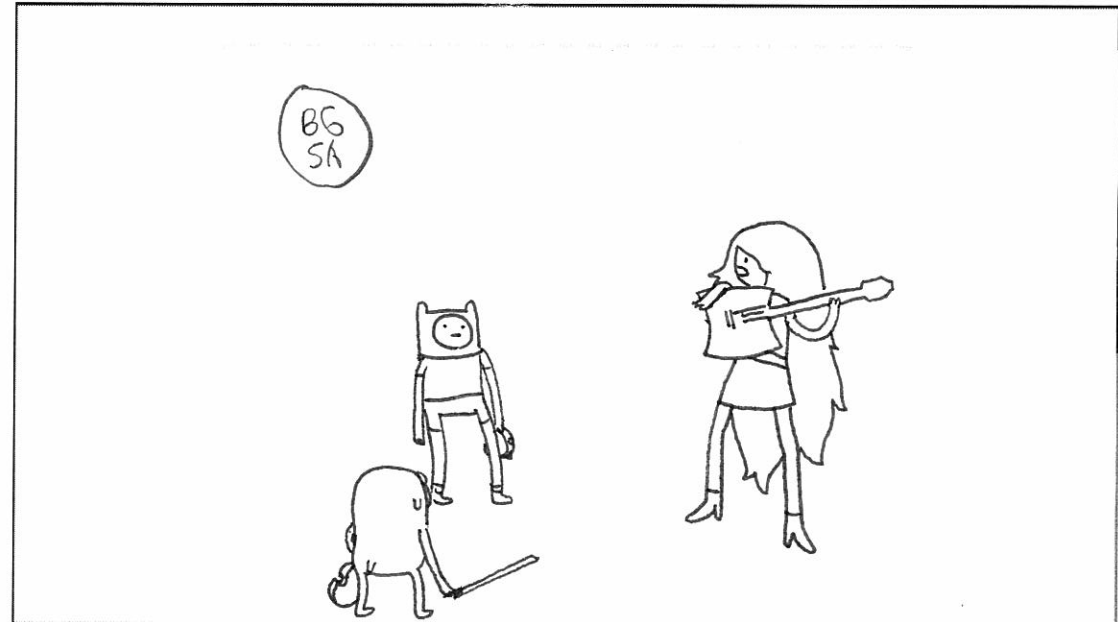


Sc.

Pnl. C

Bg.

day night



Dialog: Finn / wait !

Marceline / What .

Action:

Timing:

EPISODE #

1014-155

Production :

ADVENTURE TIME



Page 60

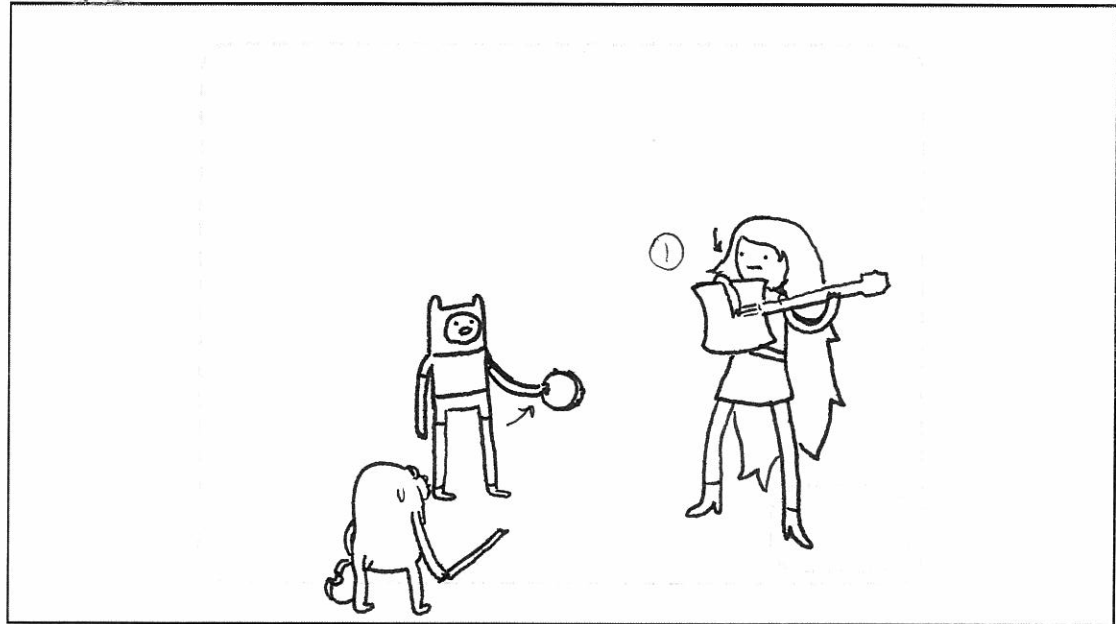
Sc. 73

Pnl.

D

Bg.

day night



Sc. 74

Pnl.

A

Bg.

day night



Dialog:

F ① why are you holding your ② bass up high like that?

M / I get better finger action this way

Action:



Timing:

EPISODE #

1014-155

Production :



# ADVENTURE TIME



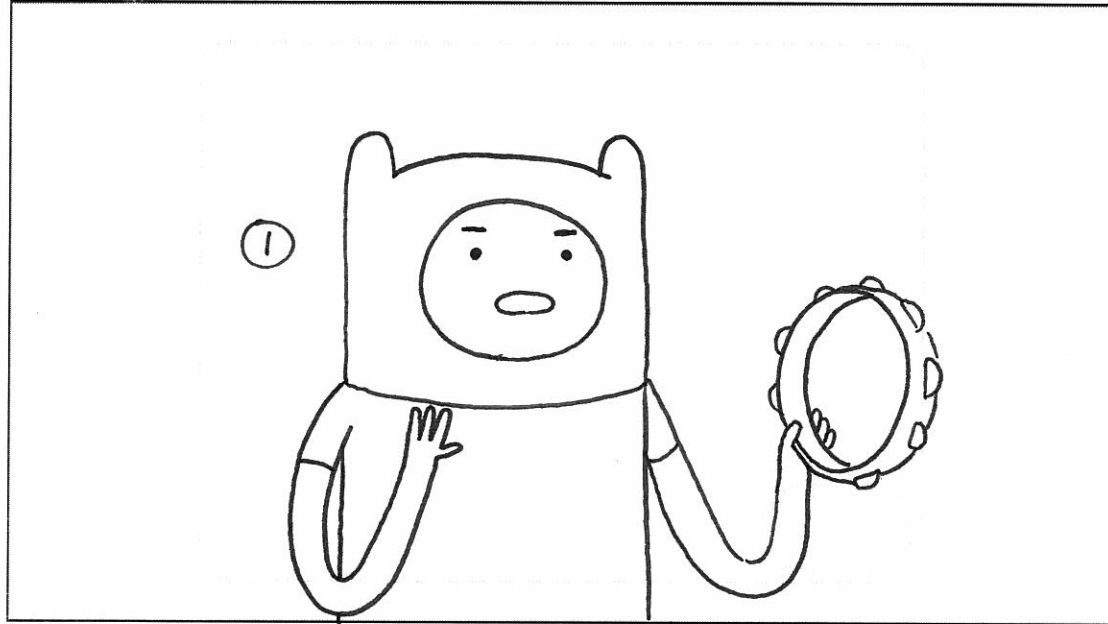
Page 61

Sc. 75

Pnl. A

Bg.

day night

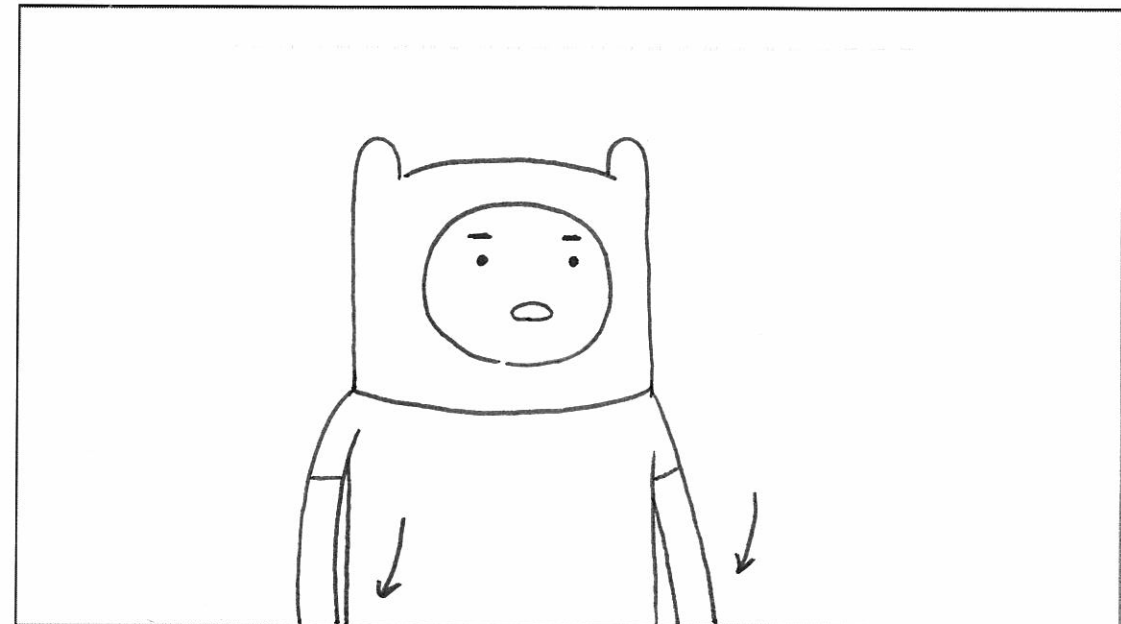


Sc.

Pnl. B

Bg.

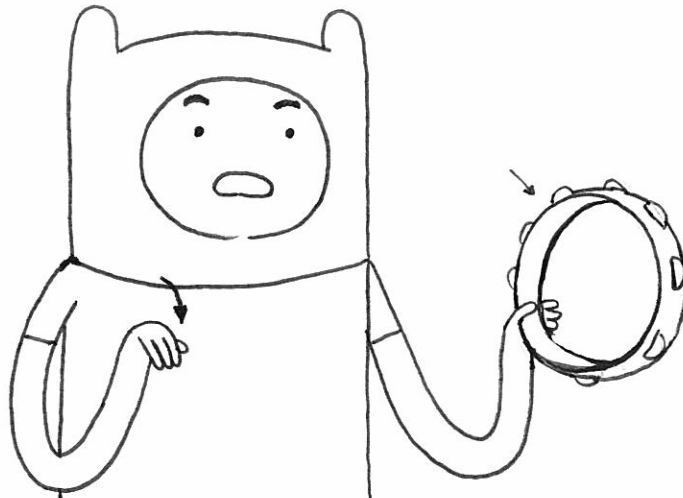
day night



Dialog: Finn/ ① move it @ back down

Action:

Timing:



Finn/ it's better.

Production :

EPISODE #

1014-155

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# ADVENTURE TIME



Page 62

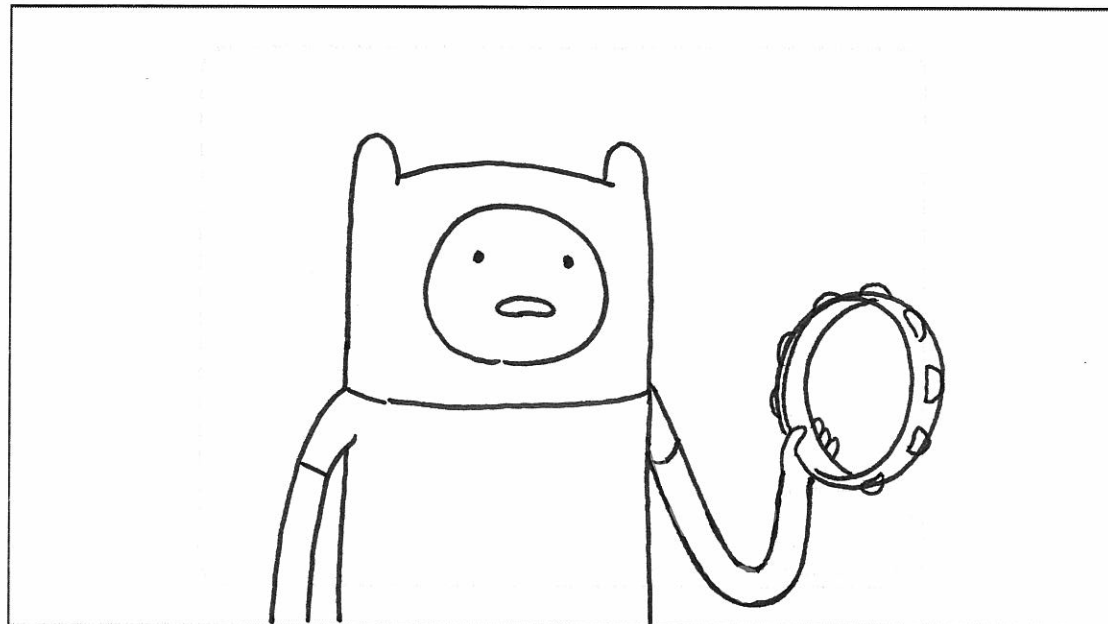
Sc. 75

Pnl.

C

Bg.

day night



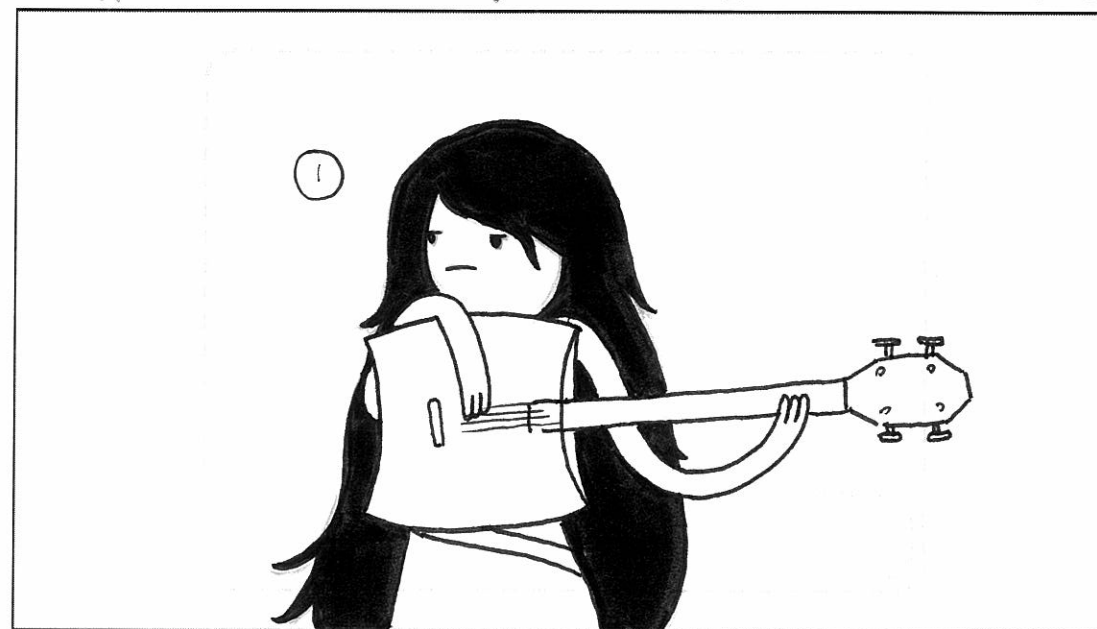
Sc. 76

Pnl.

A

Bg.

day night



Dialog:

Finn/ But you look like a nerd.

① (Beat) ② sfx /:cell phone ring/

Action:

Timing:

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# ADVENTURE TIME

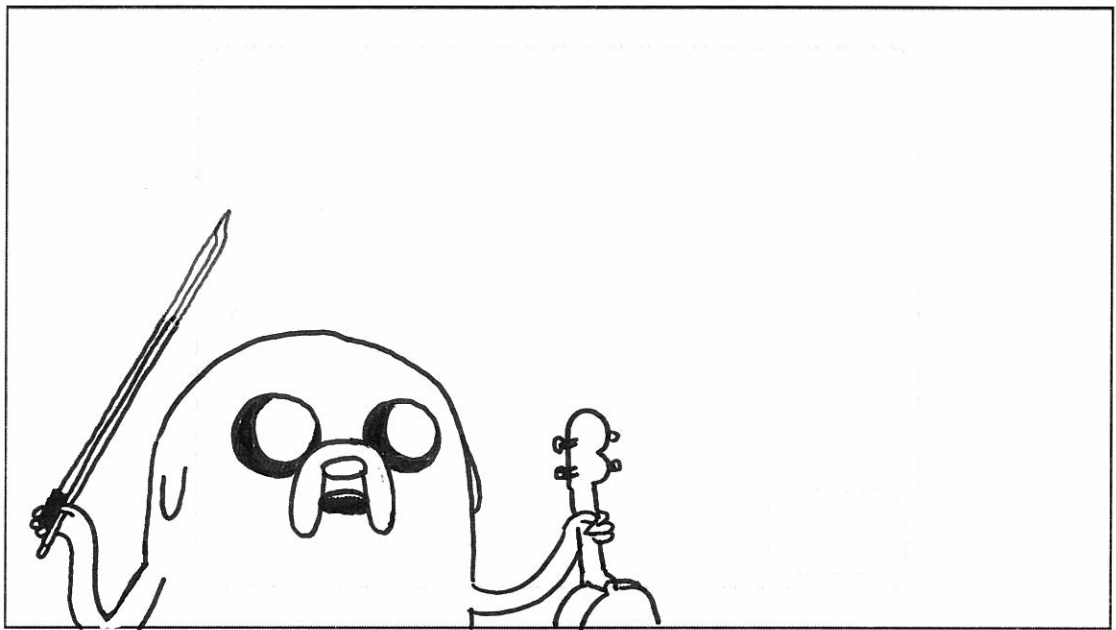


Sc. 77

Pnl. A

Bg.

day night

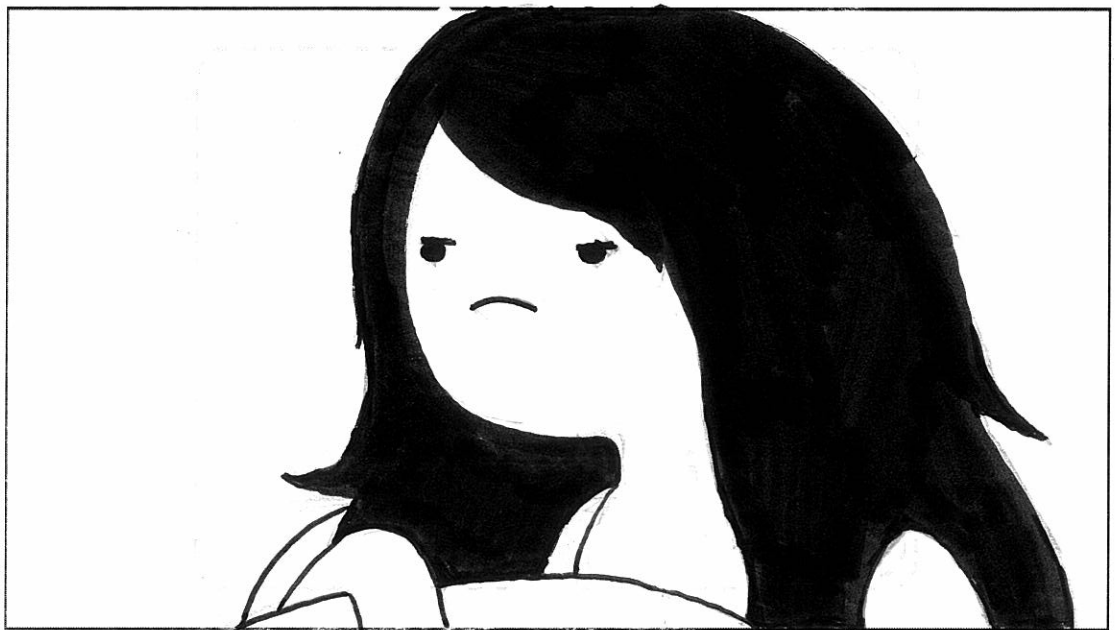


Sc. 78

Pnl. A

Bg.

day night



Dialog:

J/ Move the bass down.

(cell phone ringing)

Action:

Timing:

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Production :

# ADVENTURE TIME



Page 64

Sc. 79

Pnl. A

Bg.

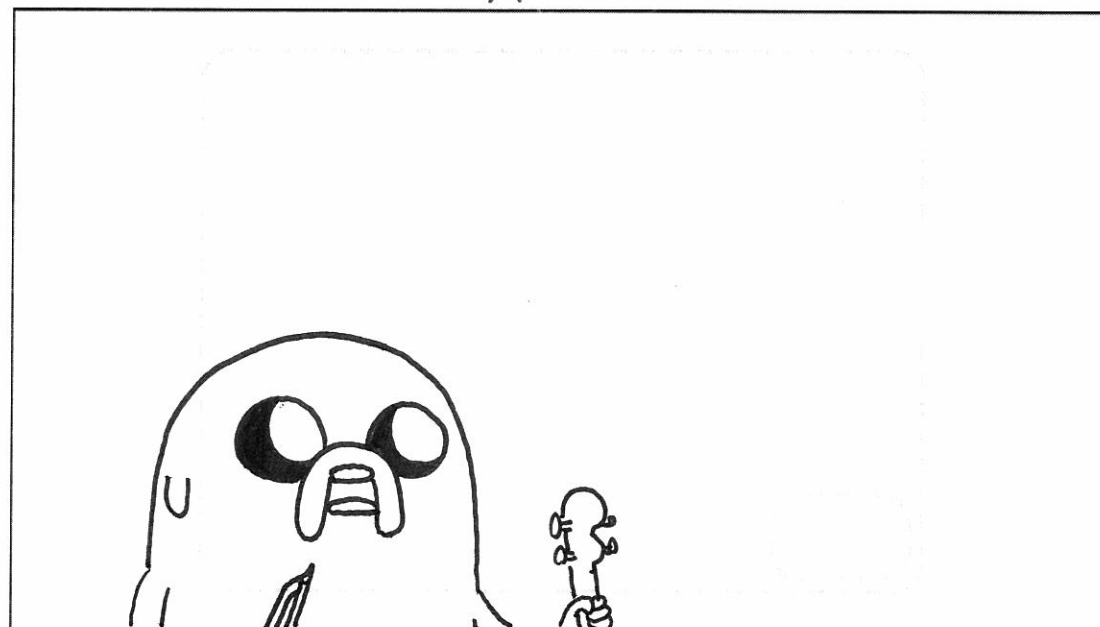
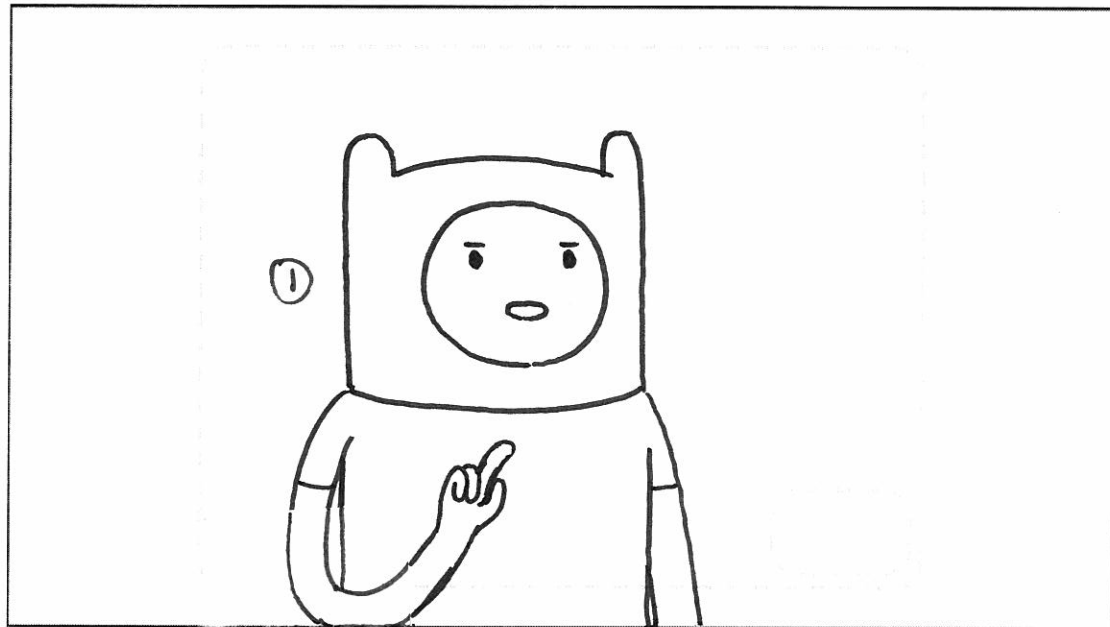
day night

Sc. 80

Pnl. A

Bg.

day night

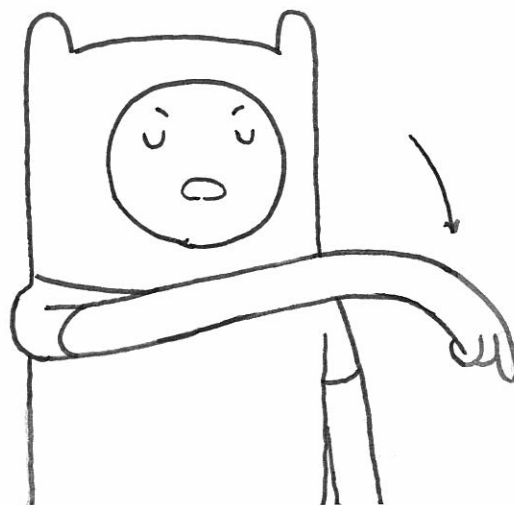
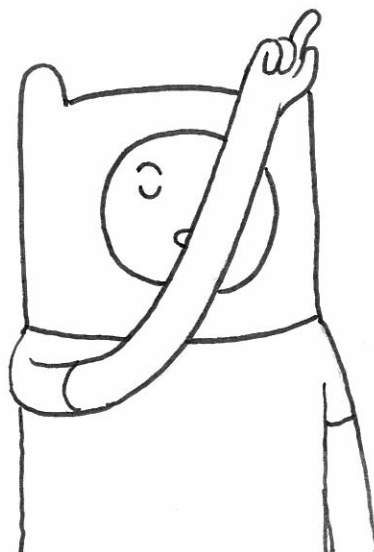


Dialog: Finn/ ① uh move ② the bass ③ uhdawn.

J/ be reasonable.

Action

Timing



Production :

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1014-155

# ADVENTURE TIME

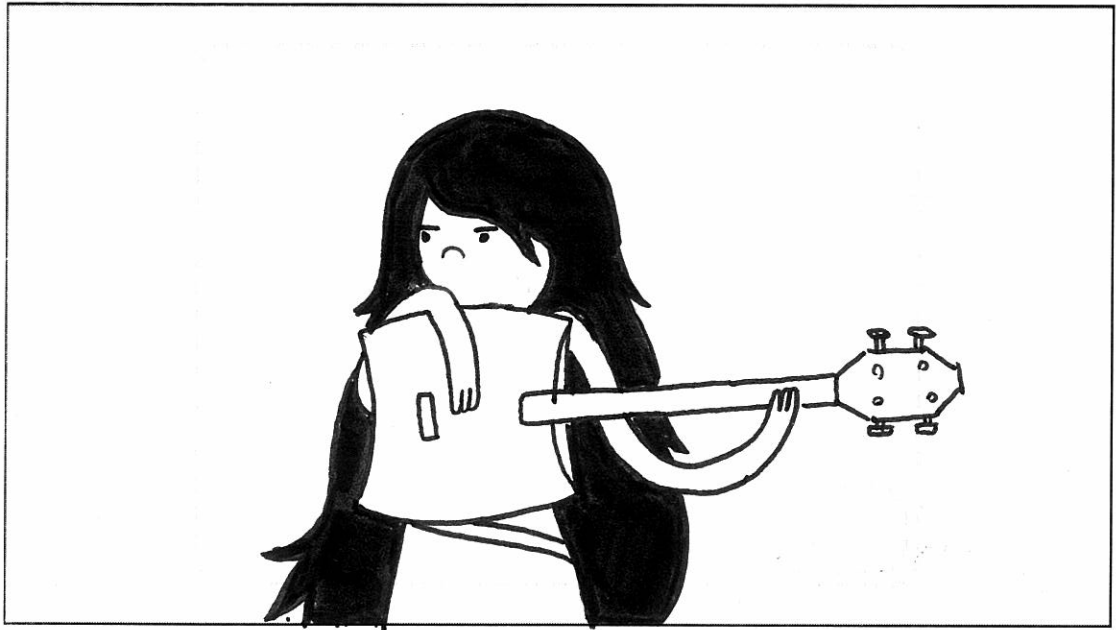


Sc. 81

Pnl. A

Bg.

day night

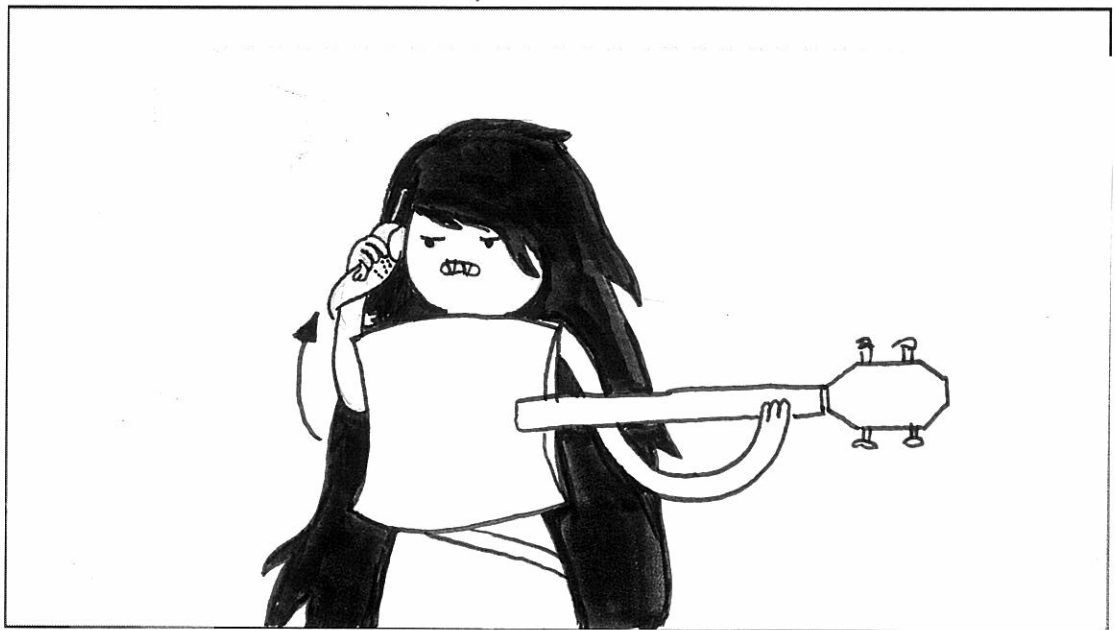


Sc.

Pnl. B

Bg.

day night



Dialog:

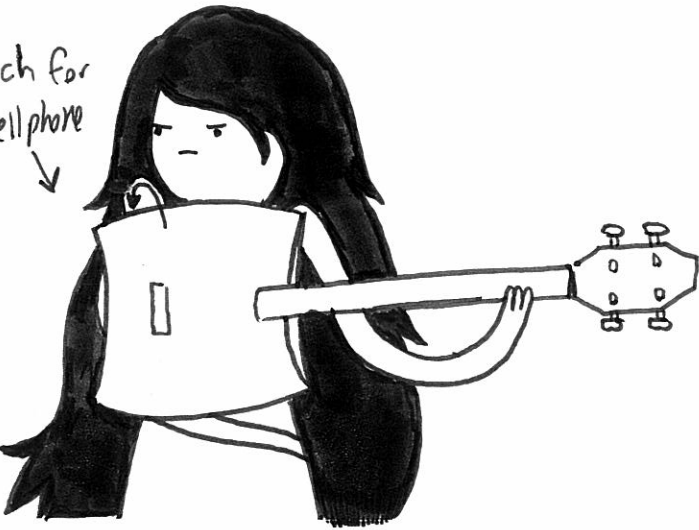
sfx / ring ring :

M / Yesss...

Action:

M reach for her cellphone  
↓

Timing:



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Production :

# ADVENTURE TIME



Page 66

Sc. 82

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Simon/ Marci it's me, Simon

s/ I'm back but my body might  
donk out soon

Action:

Timing:

EPISODE #

Production :

1014-155



# ADVENTURE TIME



Page 67

Sc. 83

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog: S/ so get to the Ice Kingdom fast — and help me with this time portal  
so I can find Betty

Action:

Timing:

EPISODE #

Production :

1014-155

# ADVENTURE TIME



Page 68

Sc. 83

Pnl. C

Bg.

day night

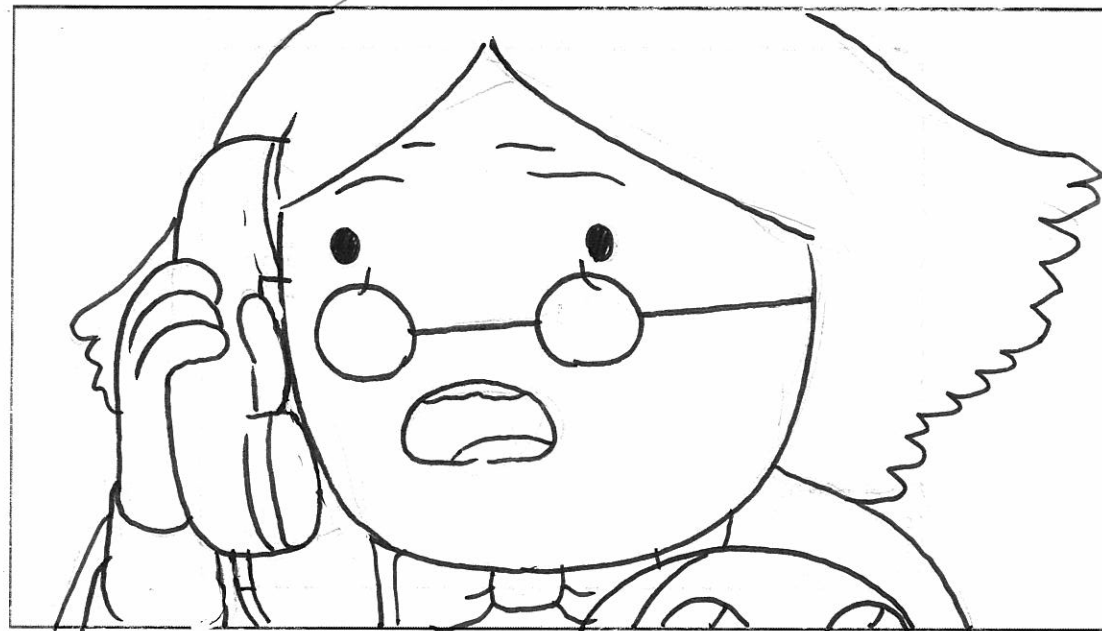


Sc.

Pnl. D

Bg.

day night



Dialog: S/ and say I'm sorry before  
I croak boat!

S/ I know that's a lot but  
hurry and bring Hambo

Action:

Timing:

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ADVENTURE TIME

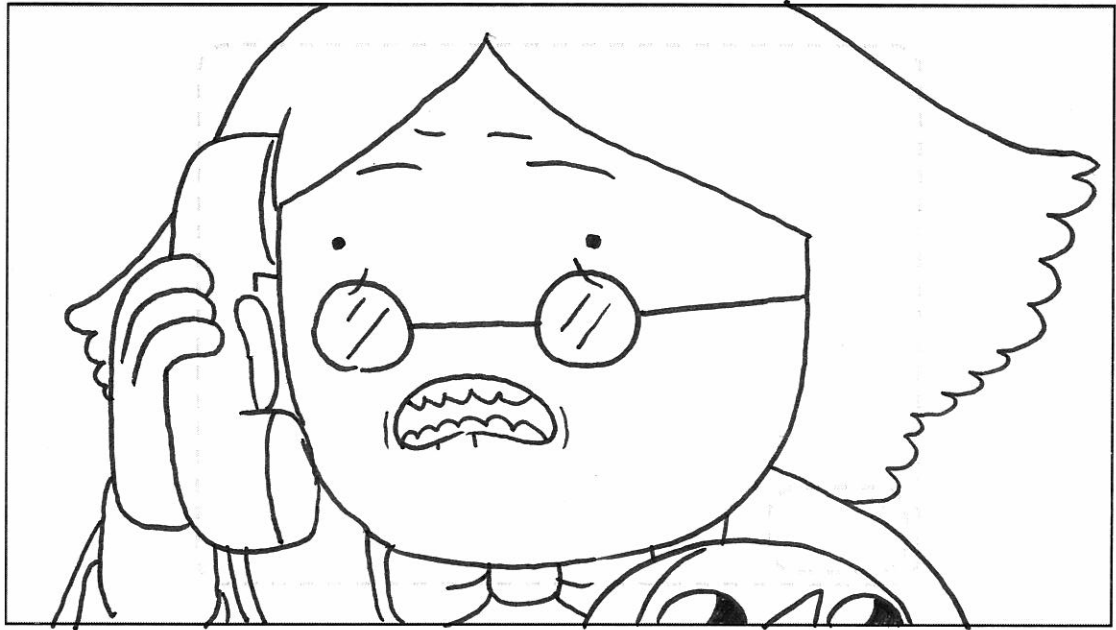


Sc. 83

Pnl. E

Bg.

day night

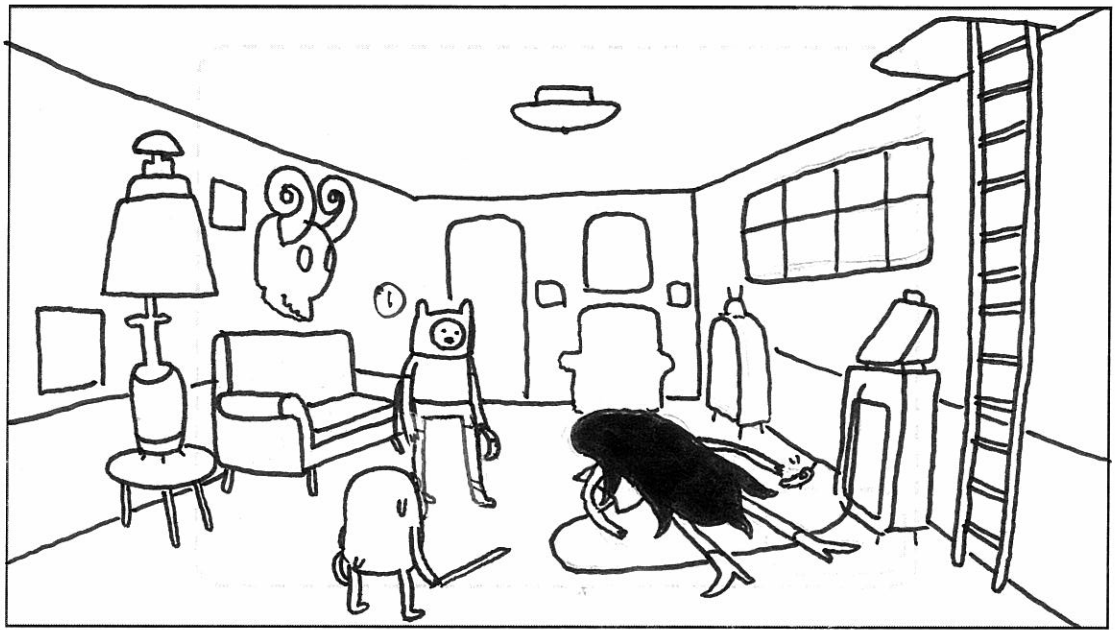


Sc. 84

Pnl. A

Bg.

day night



Dialog:

S/ Hambo is the key!

Simon (os) (from the phone) ① Okay merci?  
② You got it??

Action:

(F + J look at each other)

Timing:



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Production :

# ADVENTURE TIME



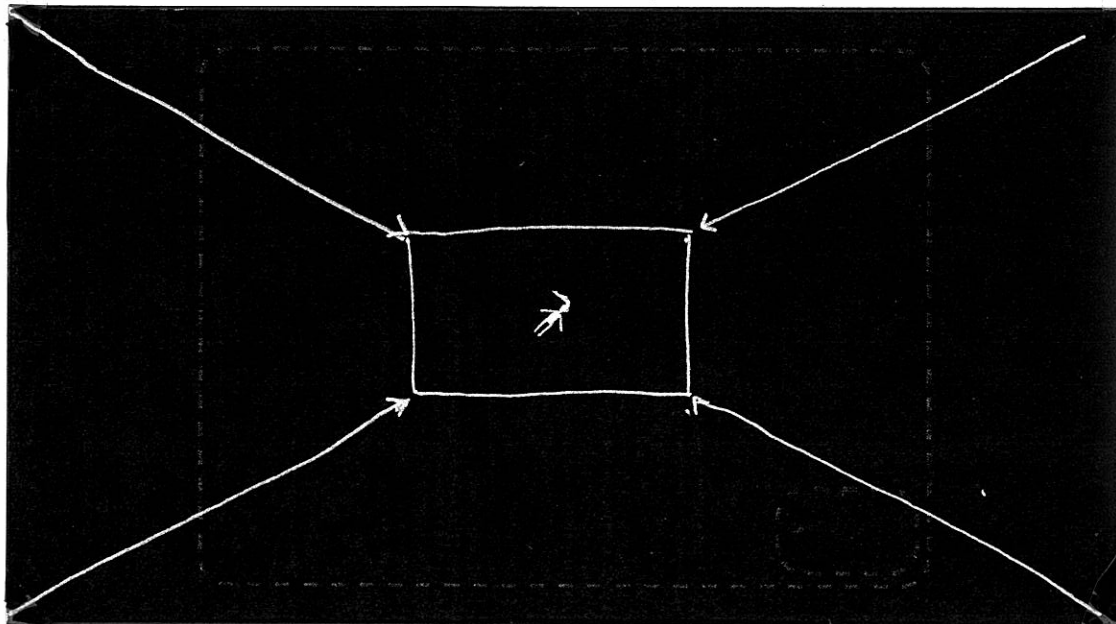
Page 70

Sc. 85

Pnl. A

Bg.

day night

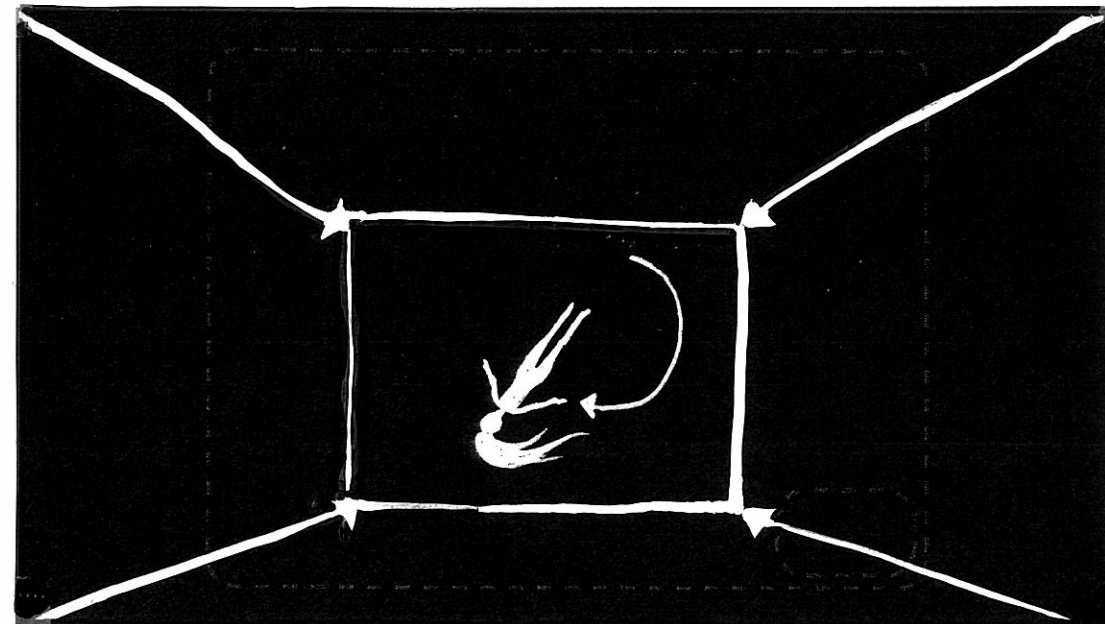


Sc.

Pnl. 8

Bg.

day night



Dialog:

Action:

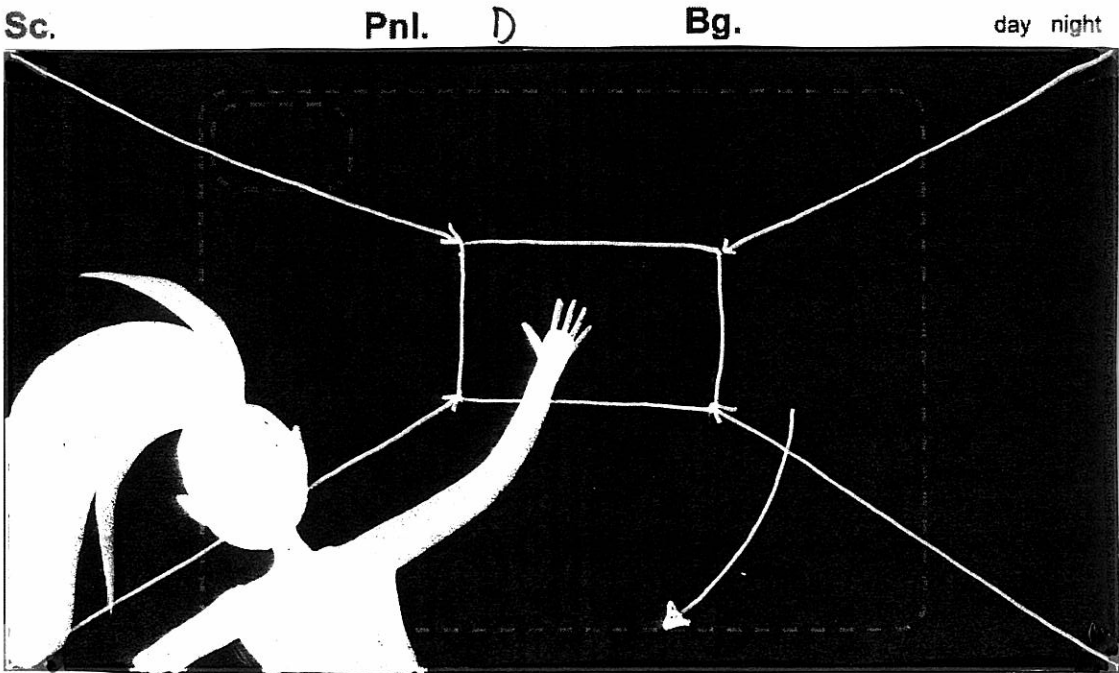
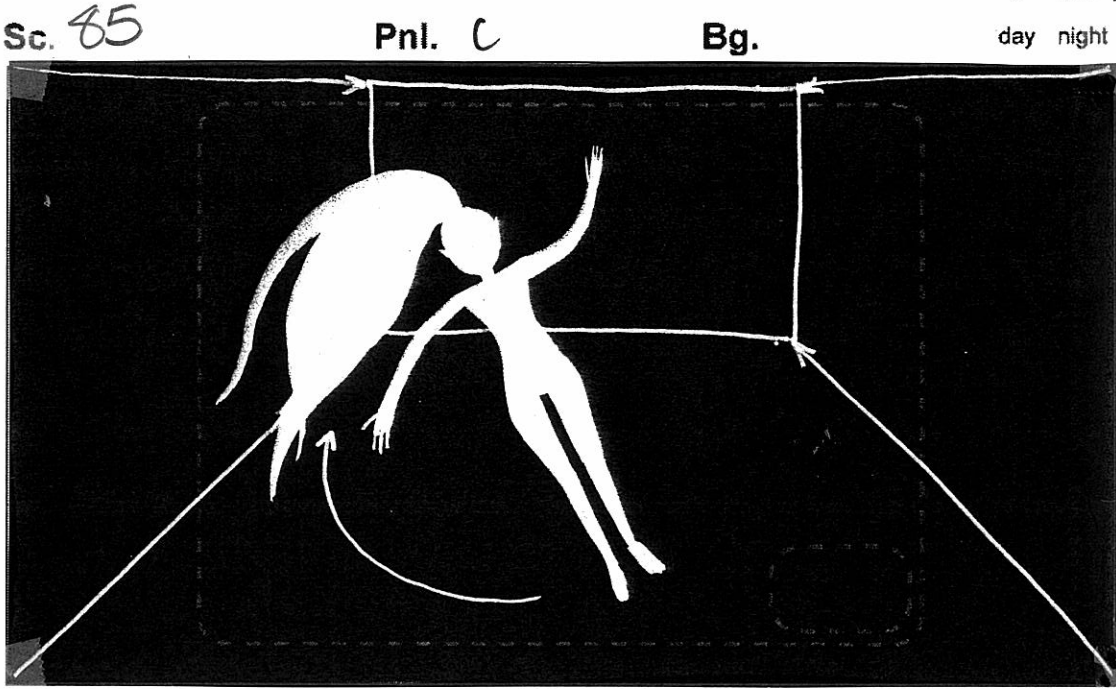
Timing:

Production :

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1014-155

ADVENTURE TIME



Dialog:	(M)(VO) A long, long time ago
Action:	
Timing:	

EPISODE # 1014-155  
Production :



# ADVENTURE TIME



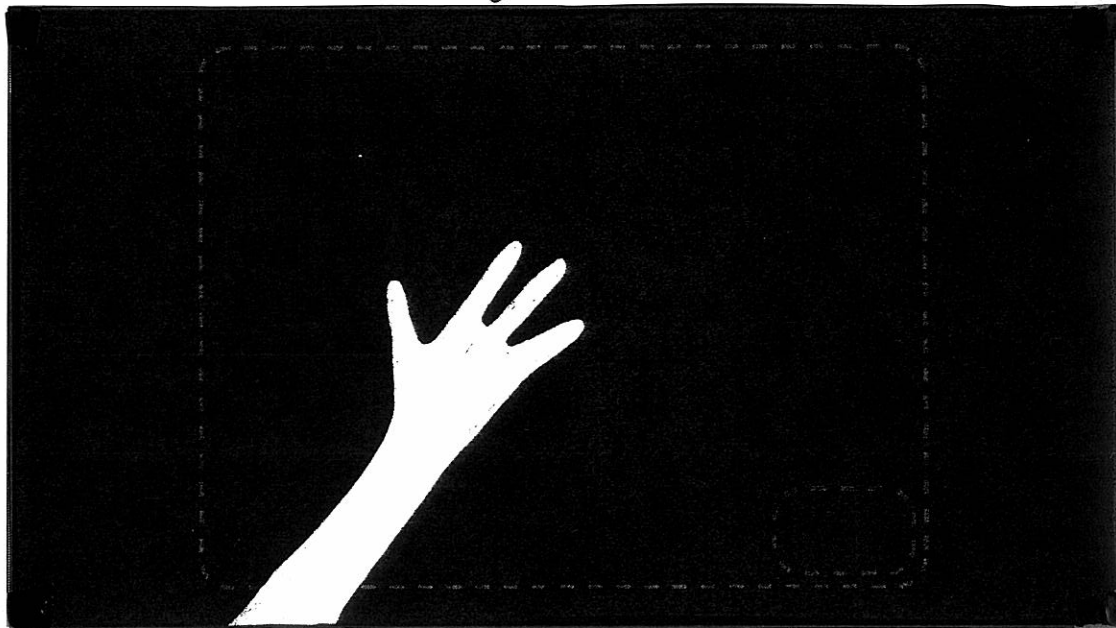
Page 72

Sc. 85

Pnl. E

Bg.

day night



Sc.

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1014-155

Production :



# ADVENTURE TIME



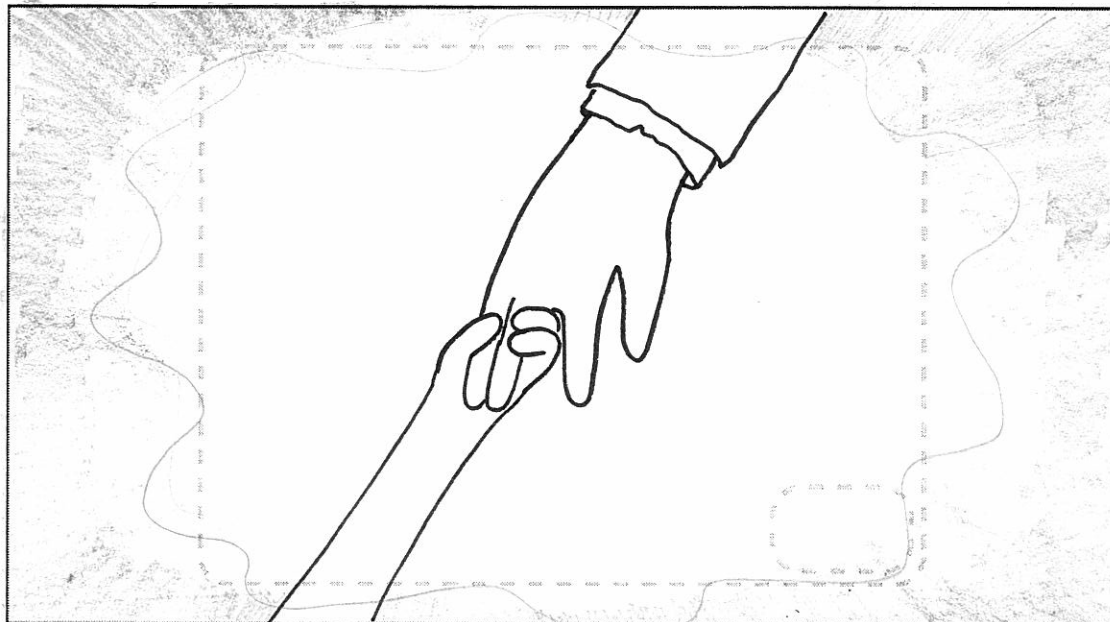
Page 73

Sc. 85

Pnl. 6

Bg.

day night



Sc. 86

Pnl. A

Bg.

day night



Dialog:

(M) Simon was my only friend

Action:

(Continue Flash Back

Timing:

Production :

EPISODE #

1014-155

# ADVENTURE TIME



Page 74

Sc. 87

Pnl. A

Bg.

day night

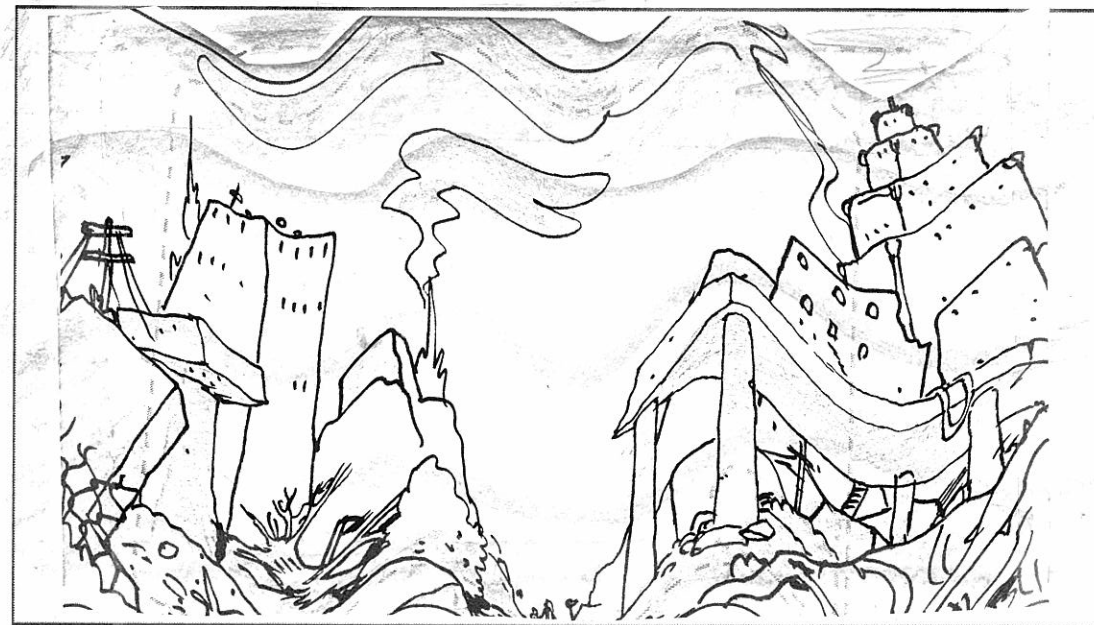


Sc.

Pnl. B

Bg.

day night



Dialog:

(M) he was there when I needed help.

Action:

Simon & Marceline walking through post apocalyptic BG

Picture warps as  
Flashback Ends

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME

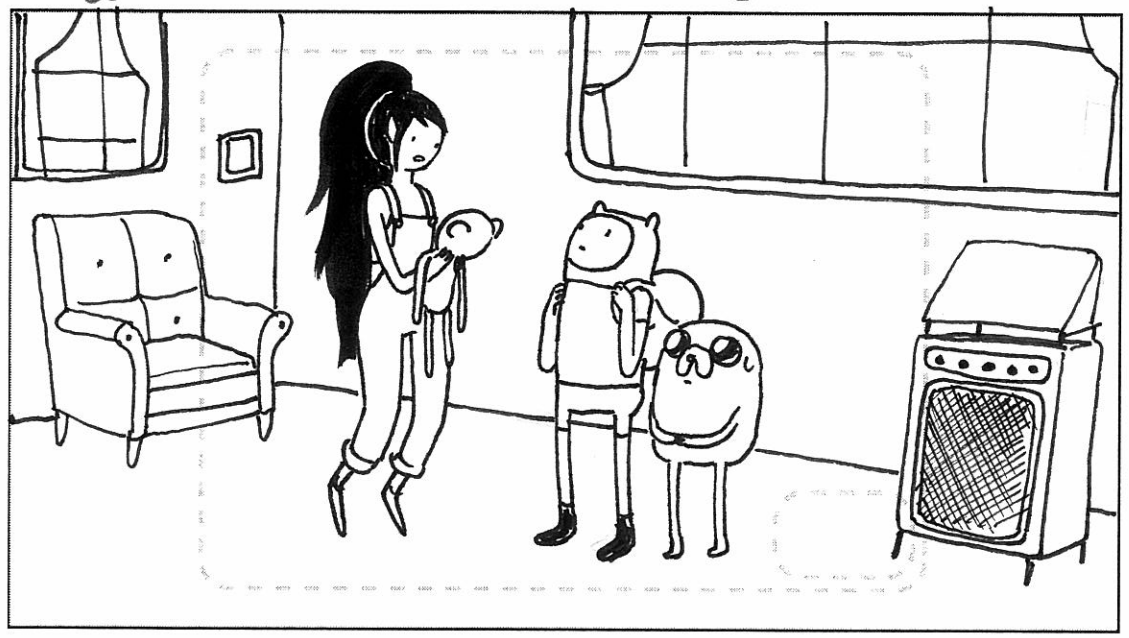


Sc. 88

Pnl. A

Bg.

day night

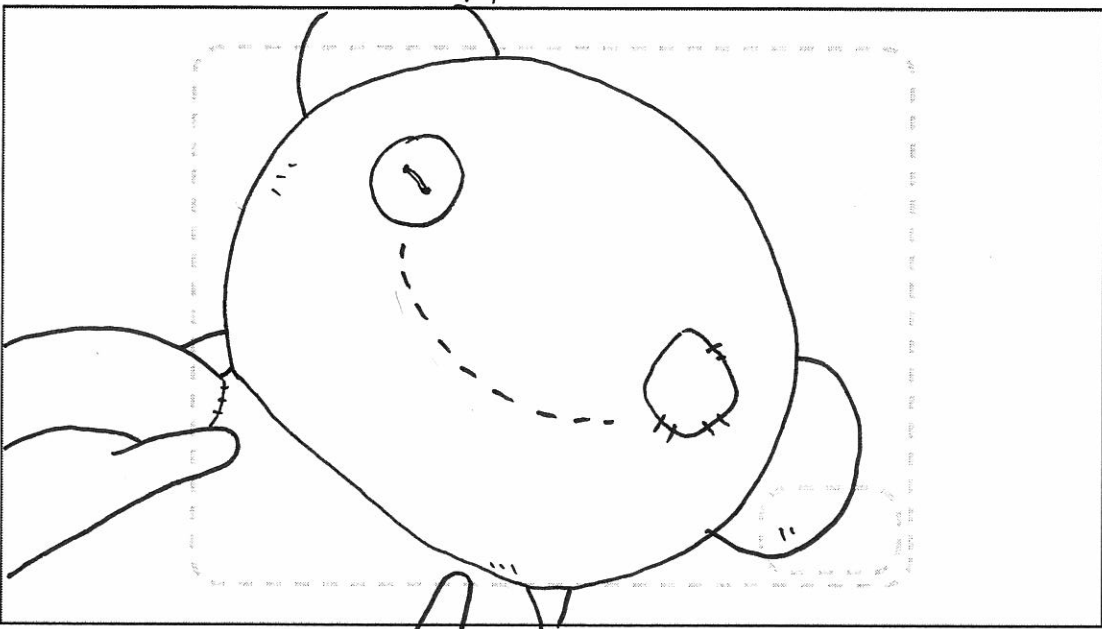


Sc. 89

Pnl. A

Bg.

day night



Dialog:	
(M) All he ever wanted was to find Betty	(M) Now I can help him.
Action:	
Timing:	

Production :

EPISODE #

1014-155

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# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 90 Pnl. A Bg. day night

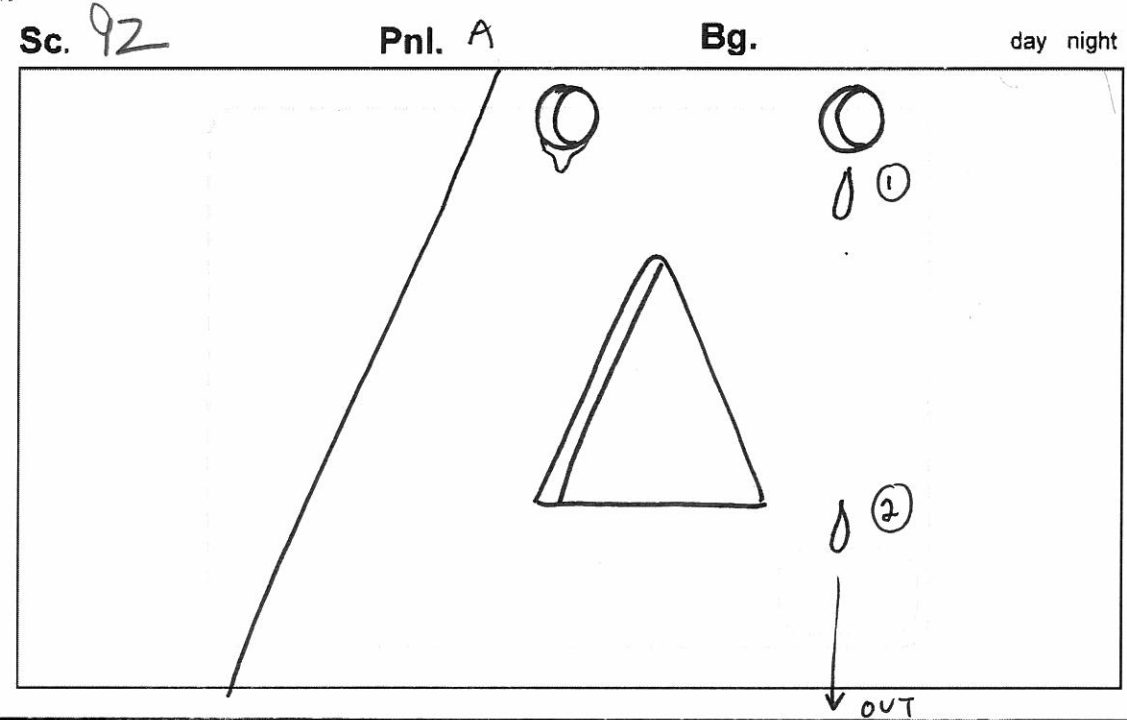
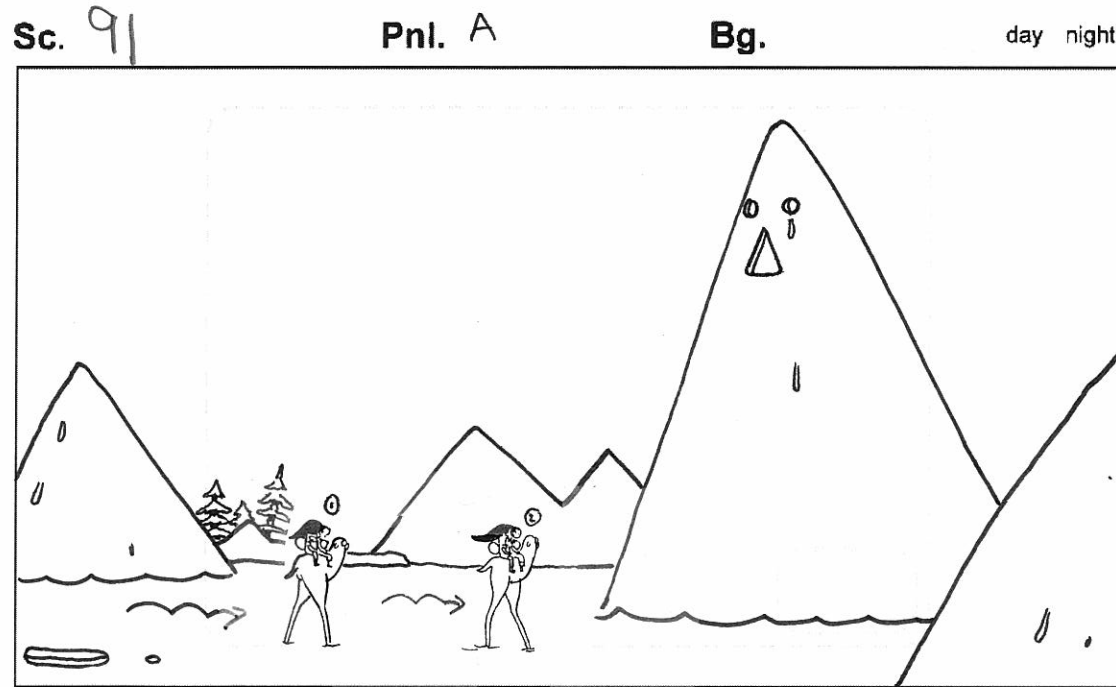
Dialog:
Action:
Timing:

Production :  
EPISODE #  
1014-155

# ADVENTURE TIME



Page 77



Dialog:	
Action:	<div>melting ice kingdom</div> <div>windows drip like crying eyes. (slowly)</div>
Timing:	

1014-155

EPISODE #

Production :

# ADVENTURE TIME



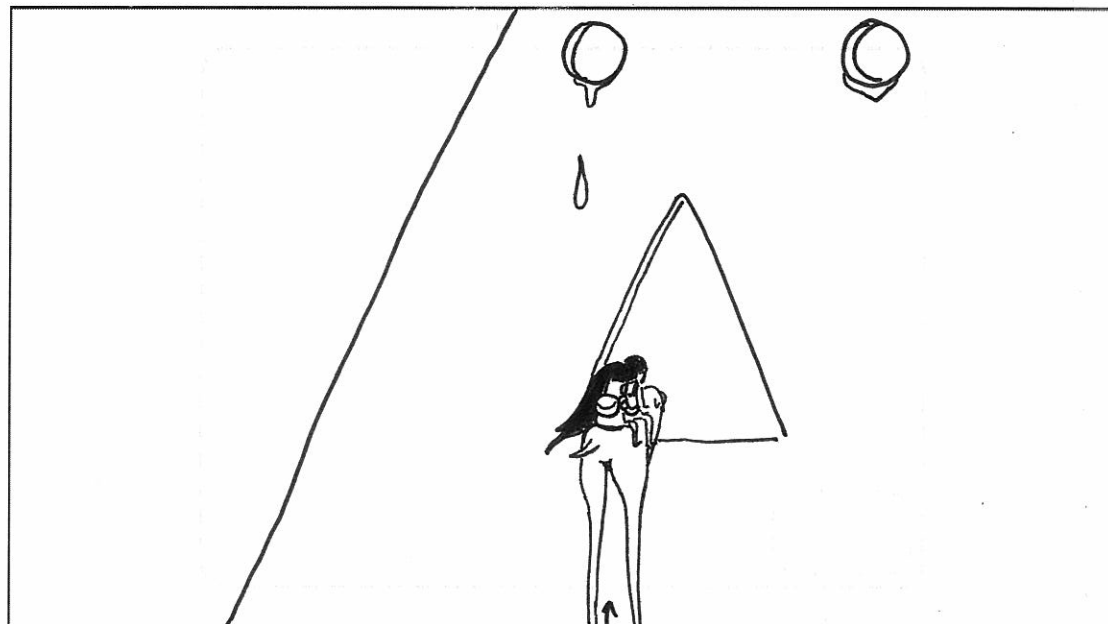
Page 78

Sc. 92

Pnl. B

Bg.

day night

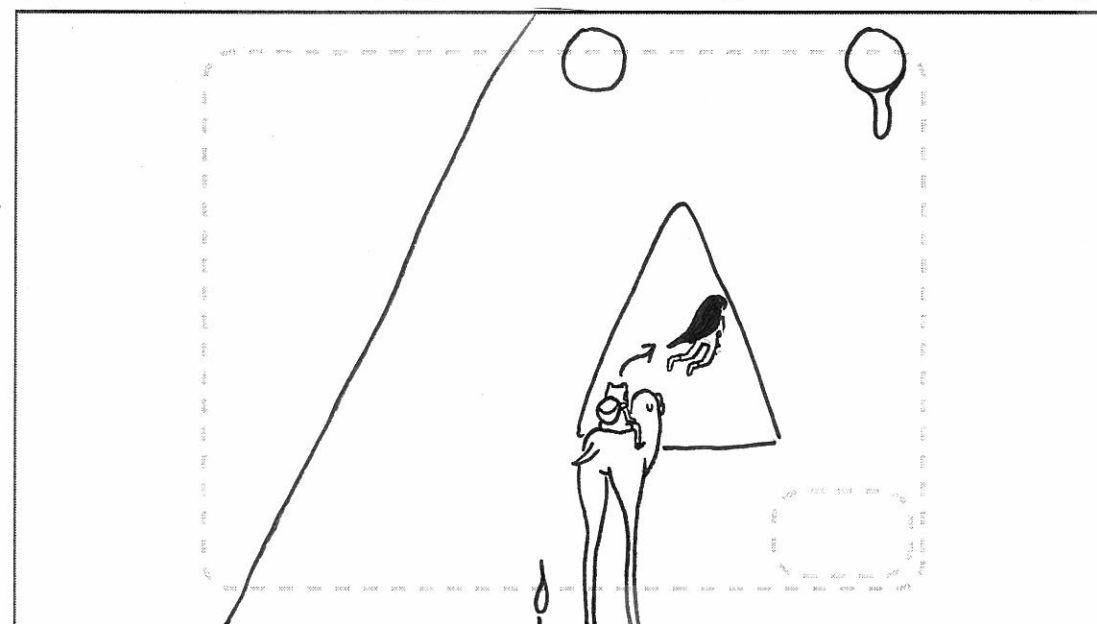


Sc.

Pnl. C

Bg.

day night



Dialog:

Action:

marceline flies into Ik's castle

Timing:

EPISODE #

Production :

1014-155



# ADVENTURE TIME



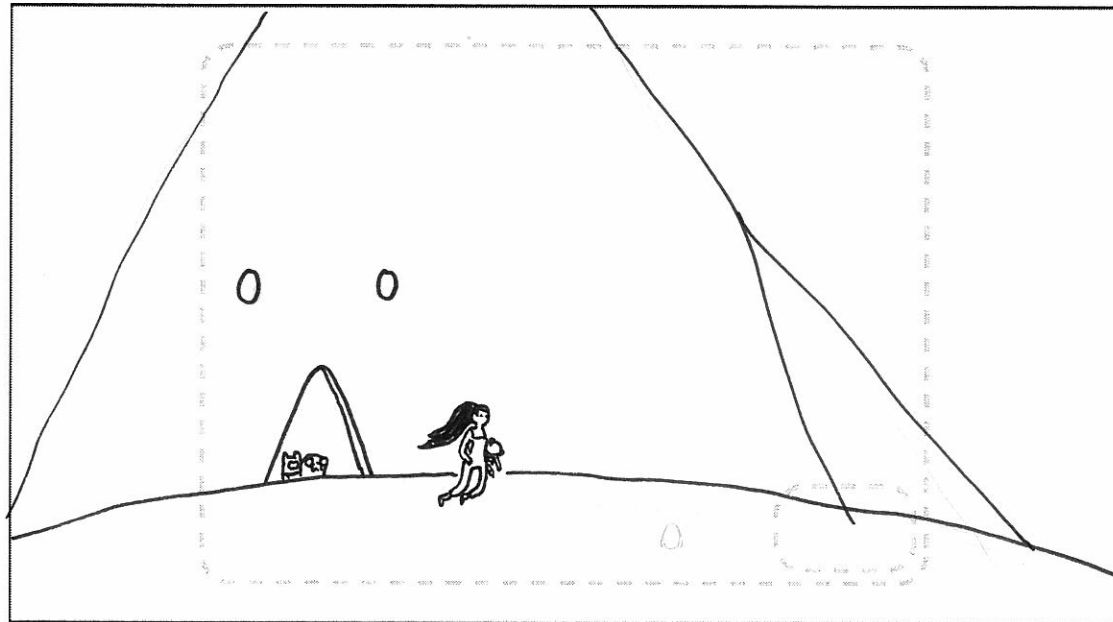
Page 79

Sc. 93

Pnl. A

Bg.

day night



Sc. 94

Pnl. A

Bg.

day night



Dialog:

(M) Simon?

Action:

Timing:

Production :

EPISODE #

1014-155

# ADVENTURE TIME



Page 80

Sc. 94

Pnl. 8

Bg.

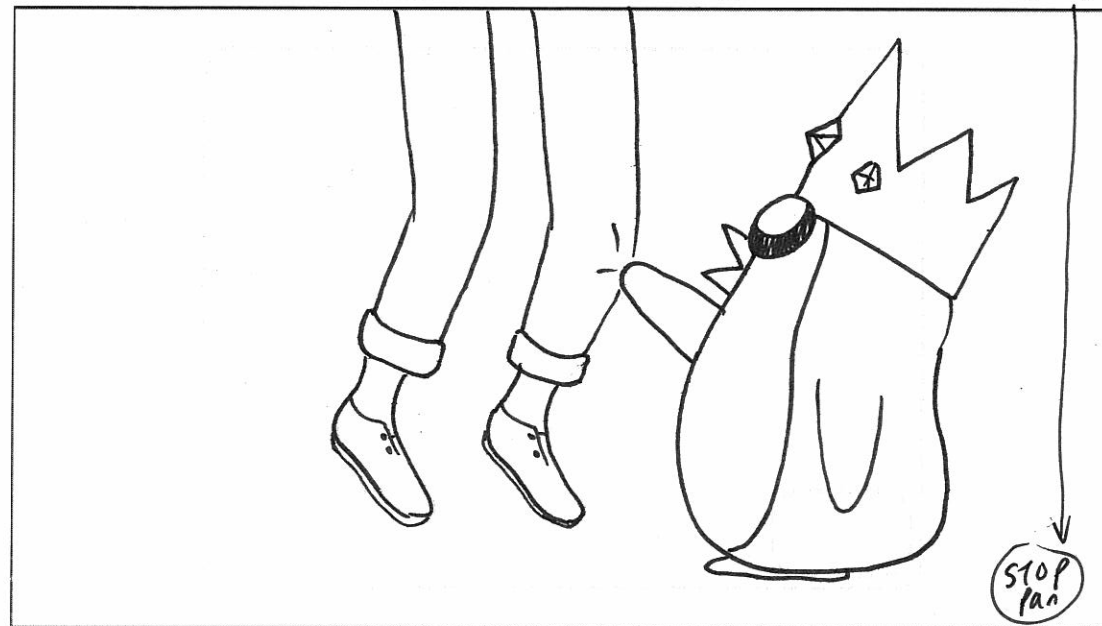
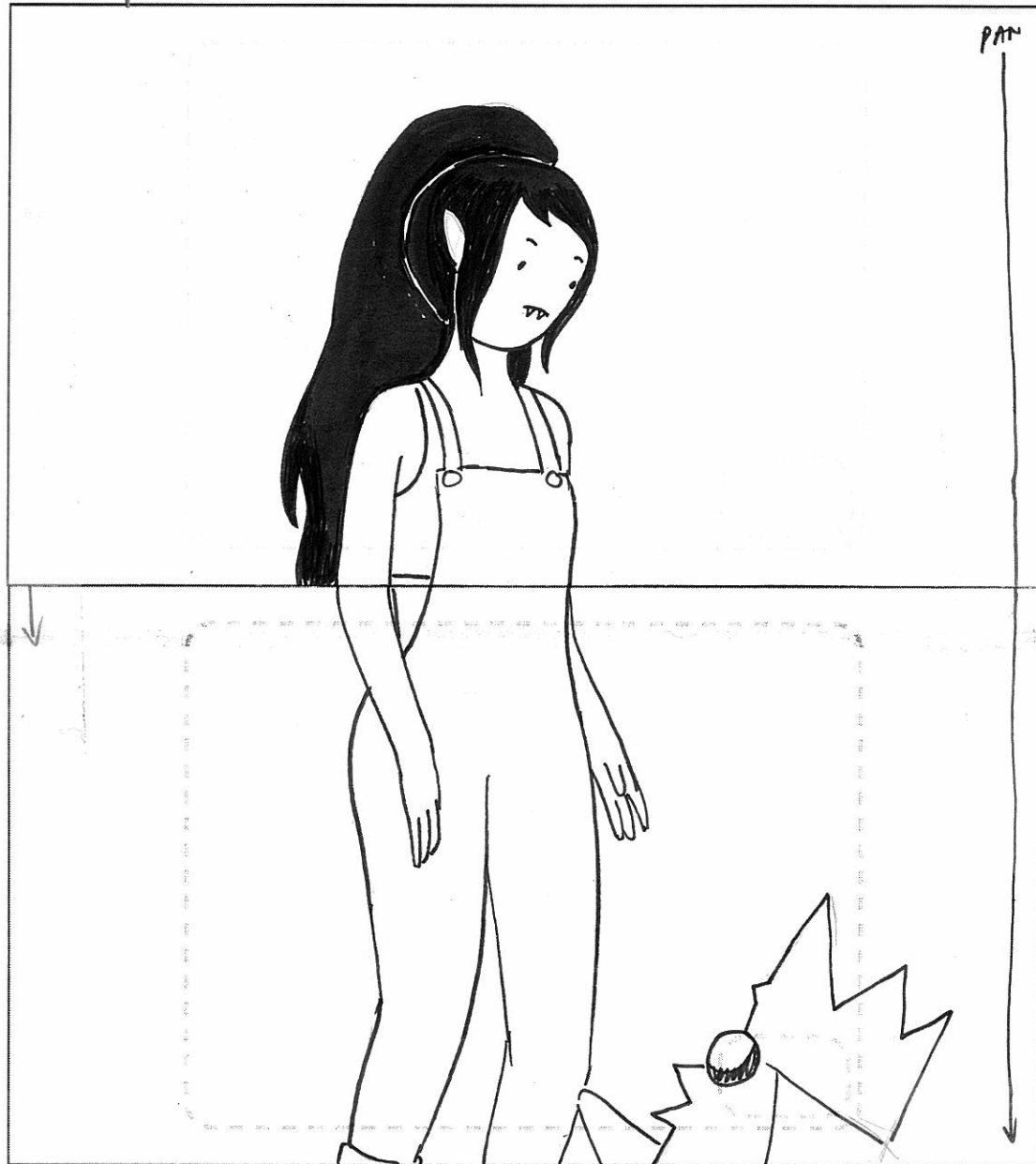
day night

Sc.

Pnl. C

Bg.

day night



⑥ wenk!

Gunther tugs on M's overalls.  
(wearing IK's crown)

Production :

EPISODE #

1014-155

# ADVENTURE TIME



Sc. 95

Pnl. A

Bg.

day night

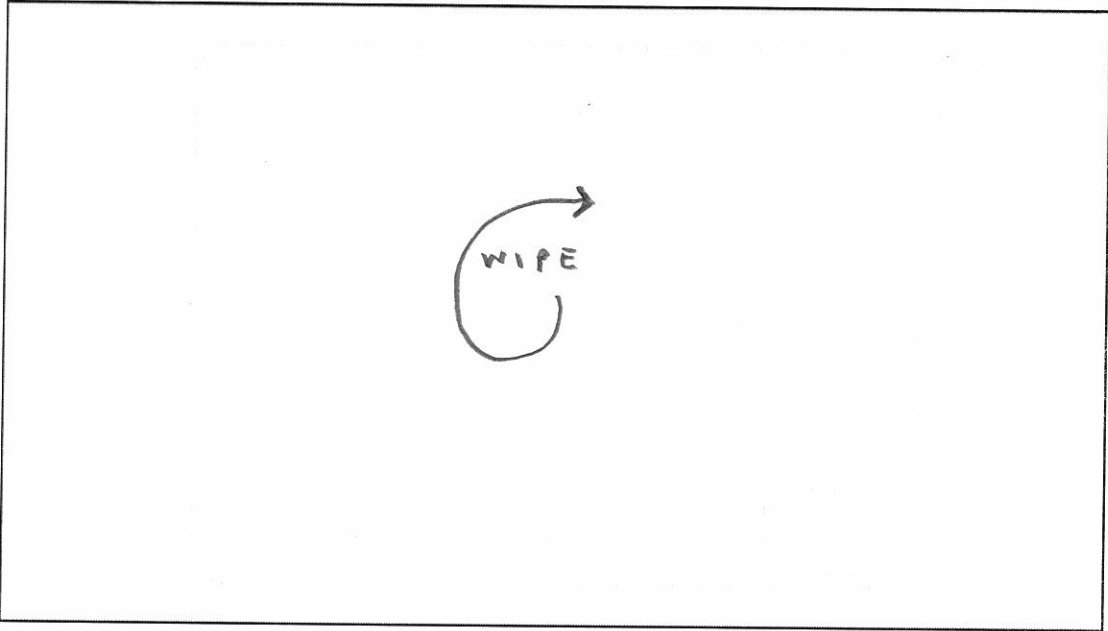


Sc.

Pnl.

Bg.

day night



Dialog:

(M) Gunther! where's Simon?

Action:

Timing:

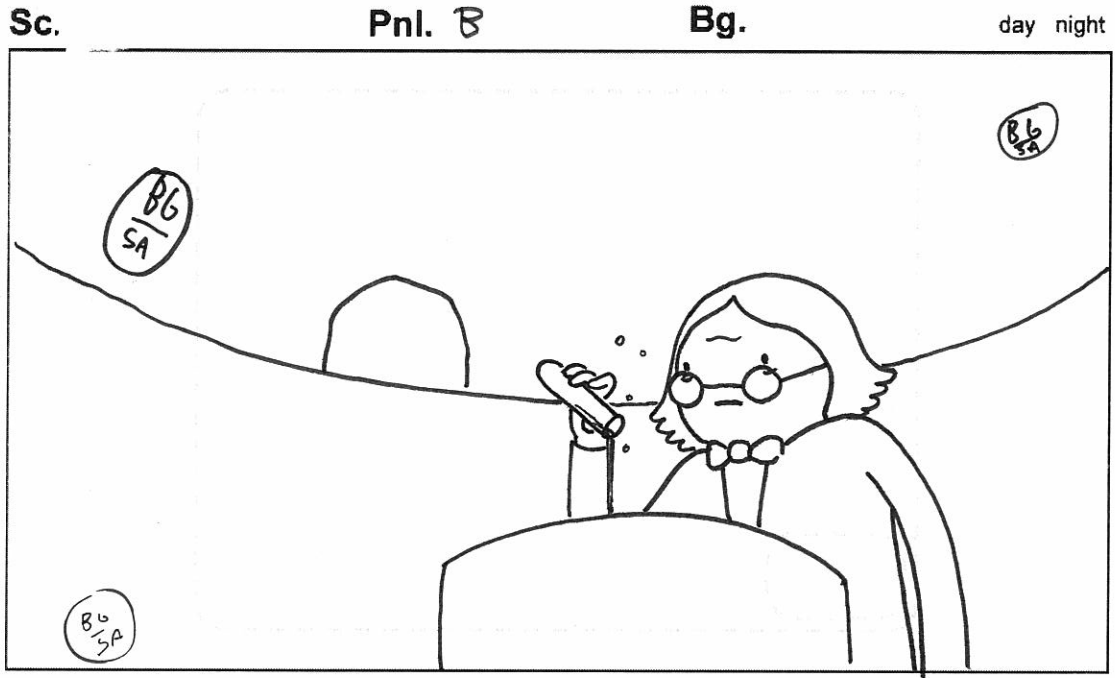
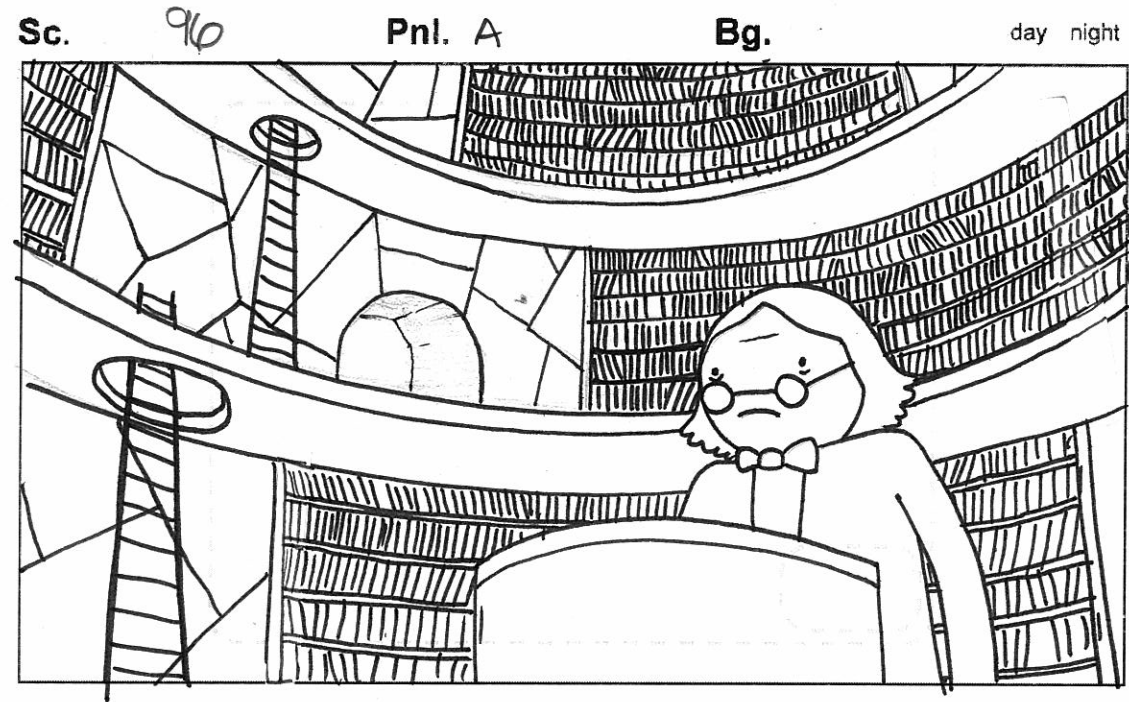
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ADVENTURE TIME



Dialog:

Action:

Timing:



Simon pours a test tube of liquid into a vat

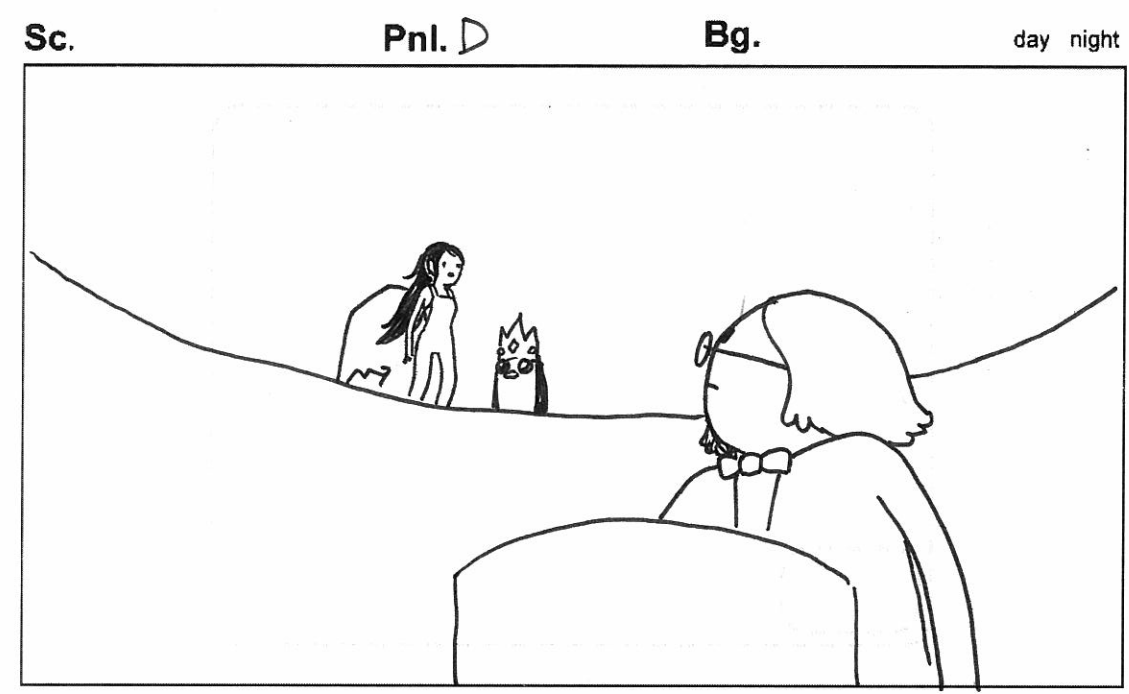
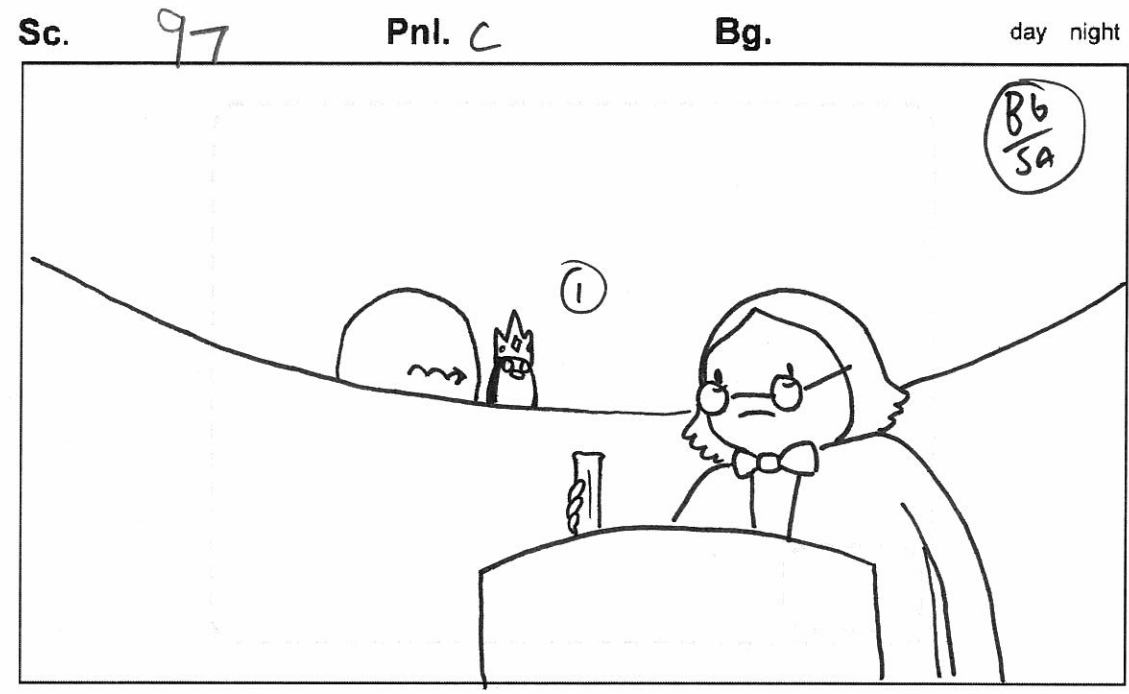
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# ADVENTURE TIME



Dialog:	(1) (2) Wenk!
Action:	(2)  
Timing:	

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# ADVENTURE TIME



Page 84

Sc.

98

Pnl. A

Bg.

day night

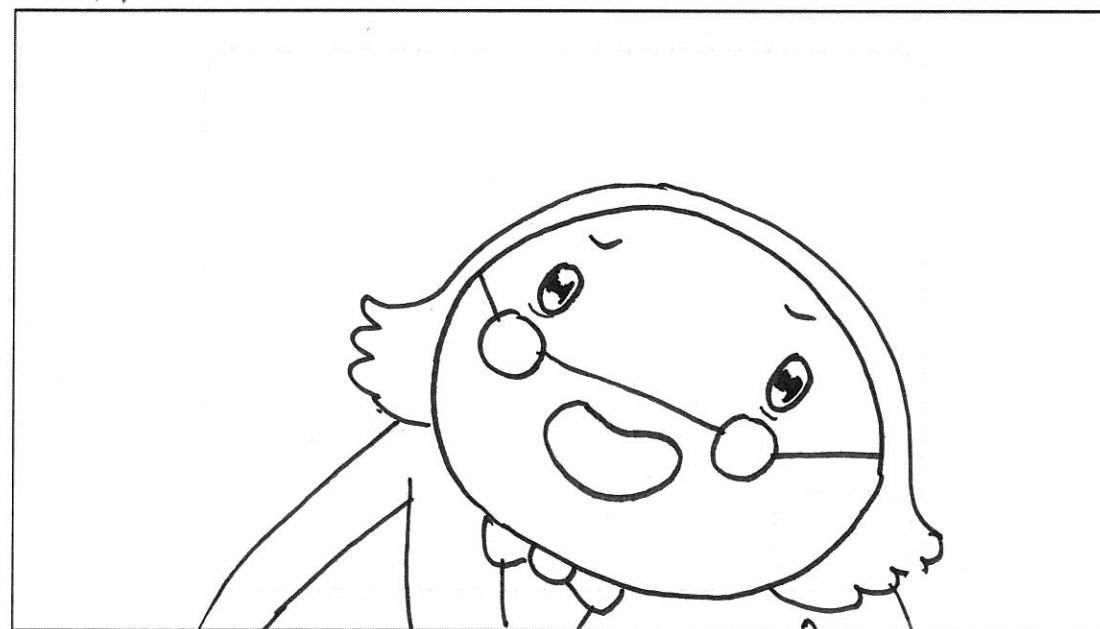
Sc.

99

Pnl. A

Bg.

day night



Dialog:

(M) Simon!

(S) Marceline ?!

Action:

Timing:

EPISODE #

1014-155

Production :



# ADVENTURE TIME



Page 85

Sc. 100

Pnl. A

Bg.

day night

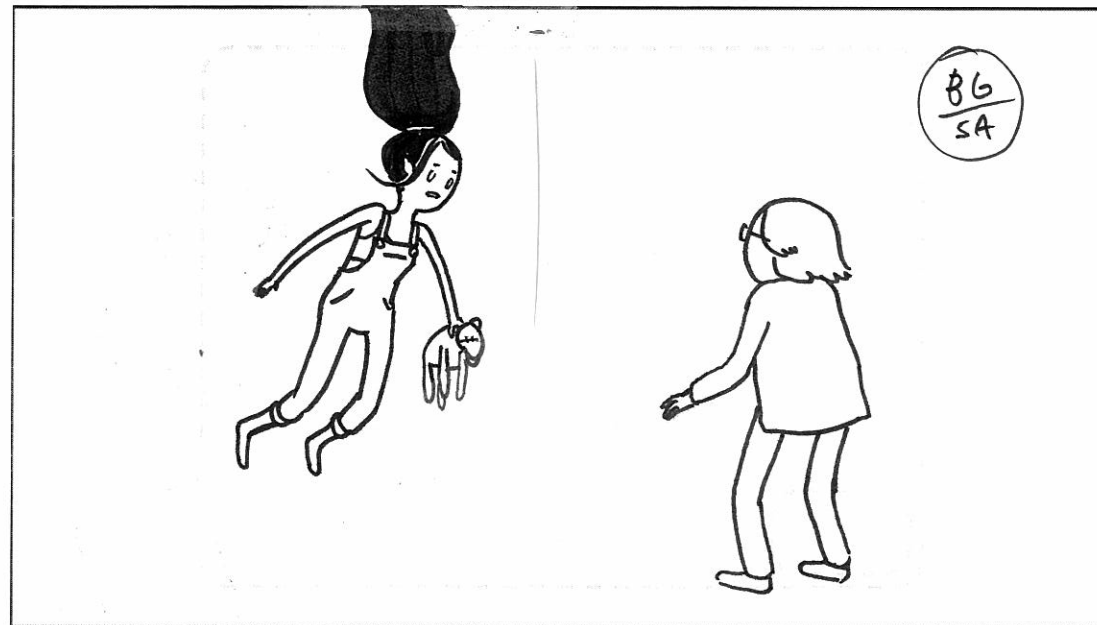


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

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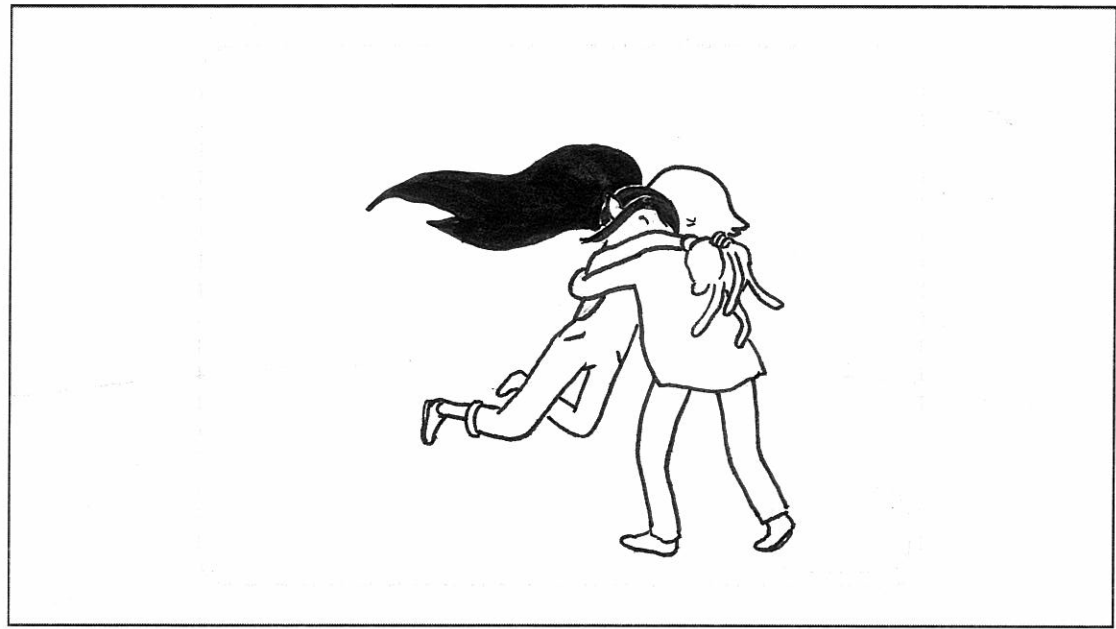


Sc. 100

Pnl. C

Bg.

day night



Sc. 101

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

Production :

EPISODE #

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# ADVENTURE TIME



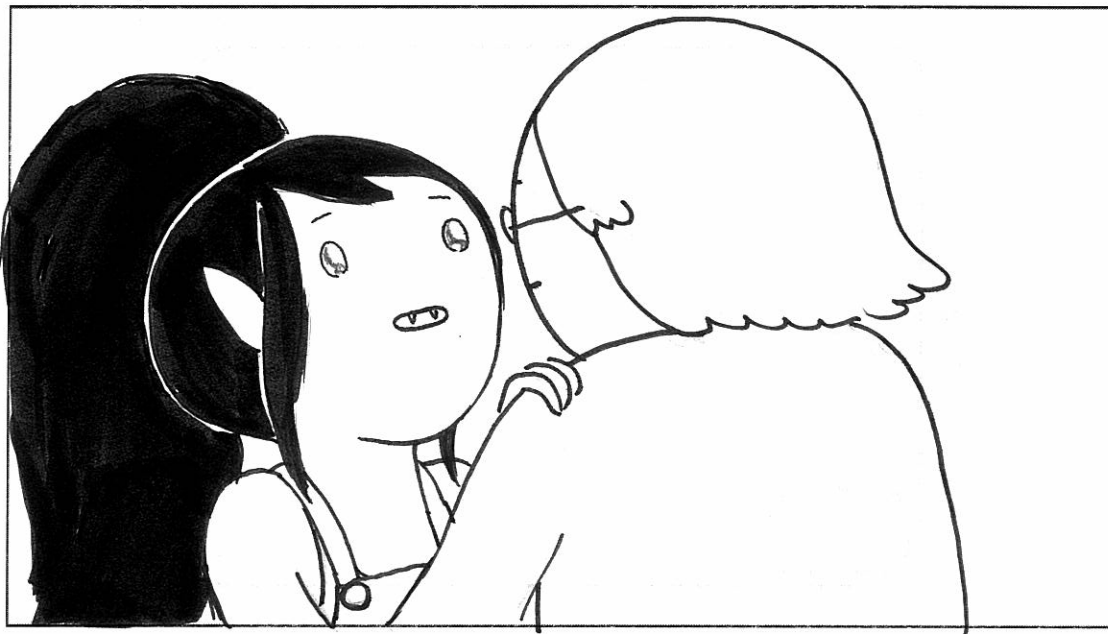
Page 87

Sc. 101

Pnl. 8

Bg.

day night

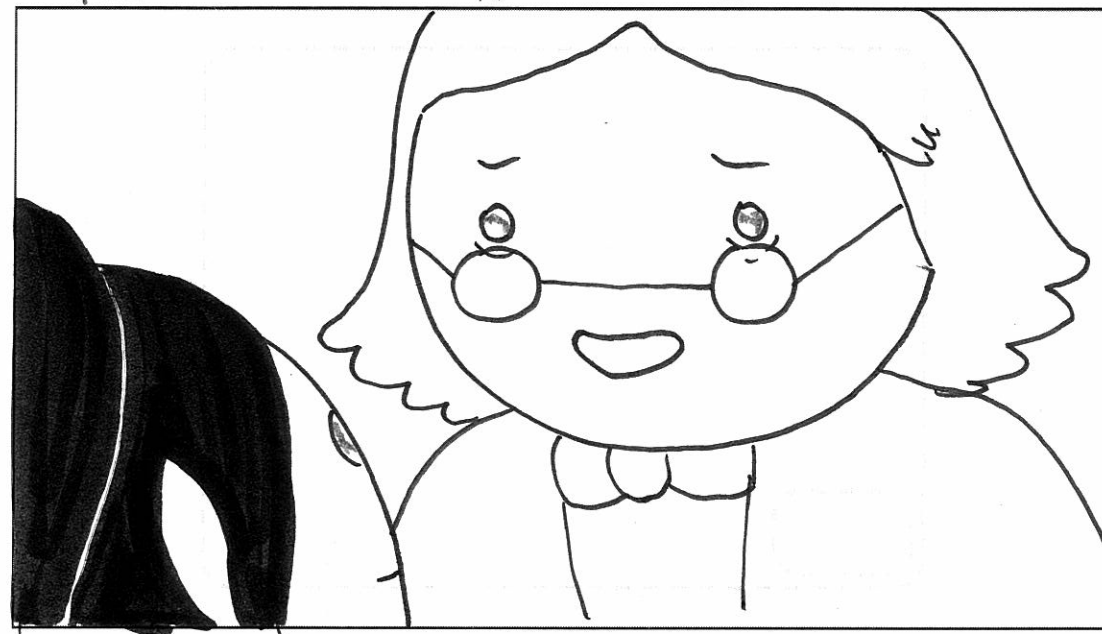


Sc. 102

Pnl. A

Bg.

day night



Dialog:

(M) I thought I'd never see you again (S) I can hardly believe it myself!  
You're all grown up...

Action:

Timing:

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ADVENTURE TIME

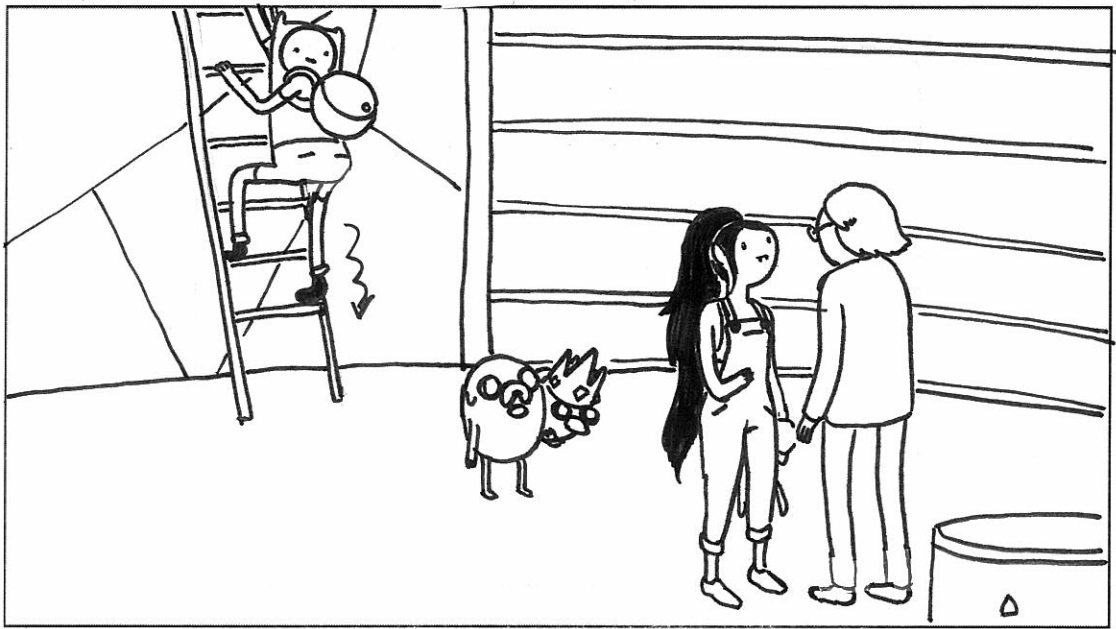


Sc. 103

Pnl. A

Bg.

day night

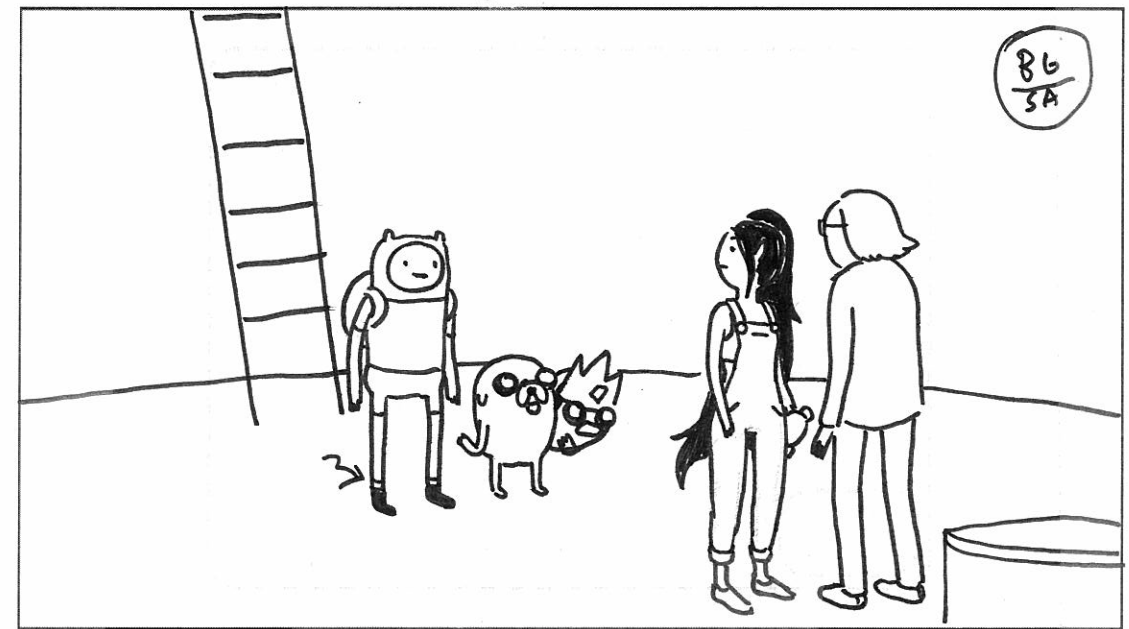


Sc.

Pnl. B

Bg.

day night



Dialog:	① Believe!	① she's like, a million years old.
Action:		
Timing:		

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# ADVENTURE TIME



Page 89

Sc. 104

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night



Dialog:

(S) (gasp)

(S) ONE million years —

Action:

Timing:

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# ADVENTURE TIME



Page 90

Sc. 104

Pnl. C

Bg.

day night

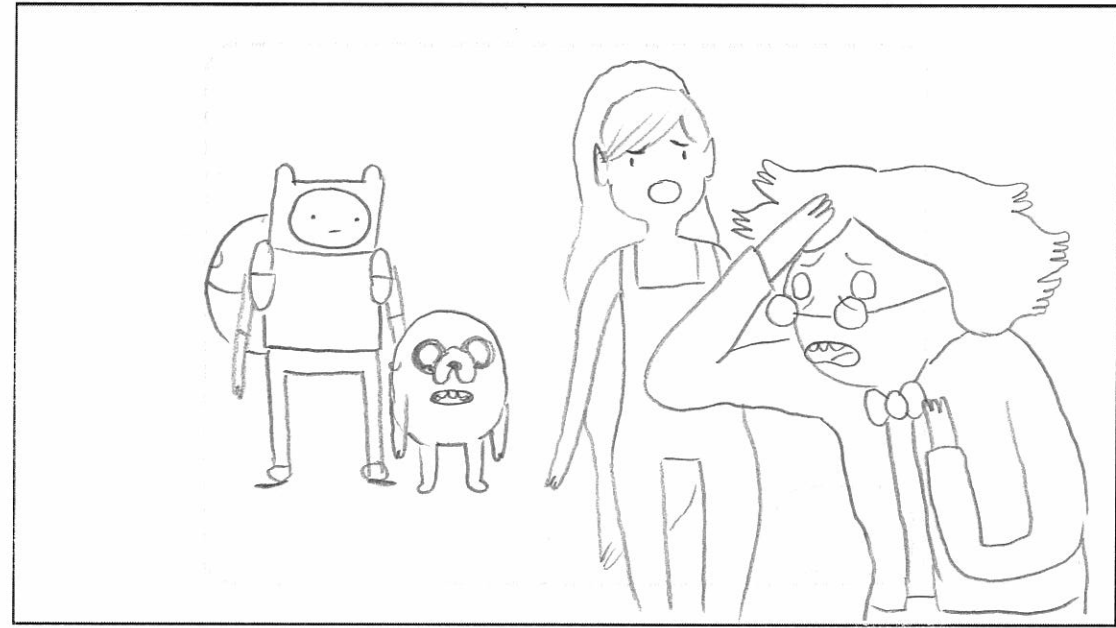


Sc. 105

Pnl. A

Bg.

day night



Dialog:

S: HOW COULD IT BE?!

M: HE'S JUST KIDDING... I'm only 1,000!

Action:

Timing:

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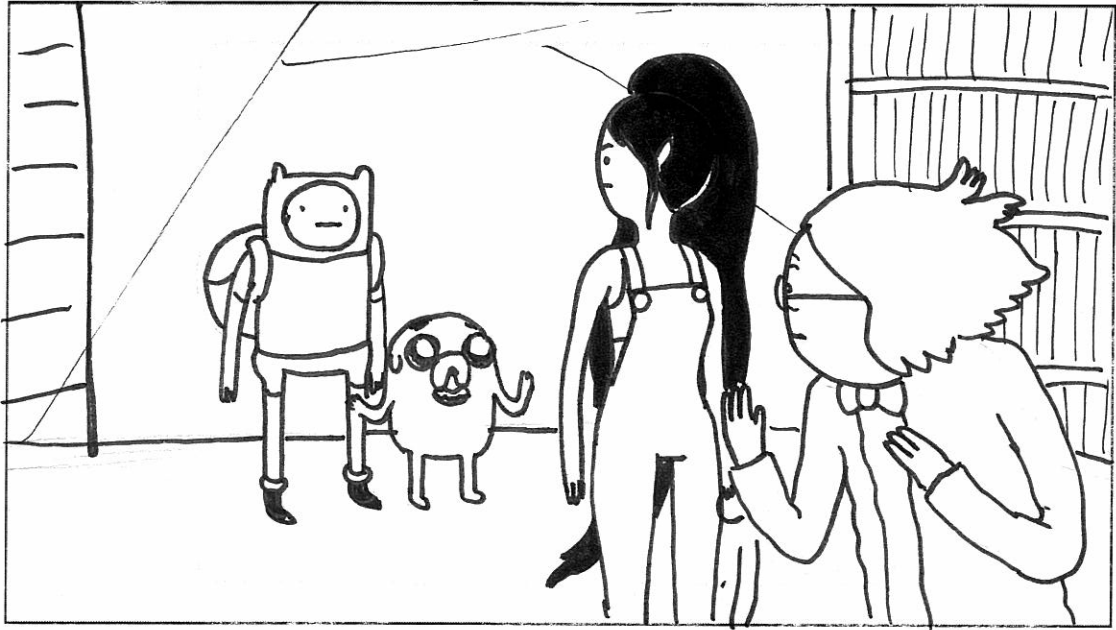


Sc. 105

Pnl. B

Bg.

day night

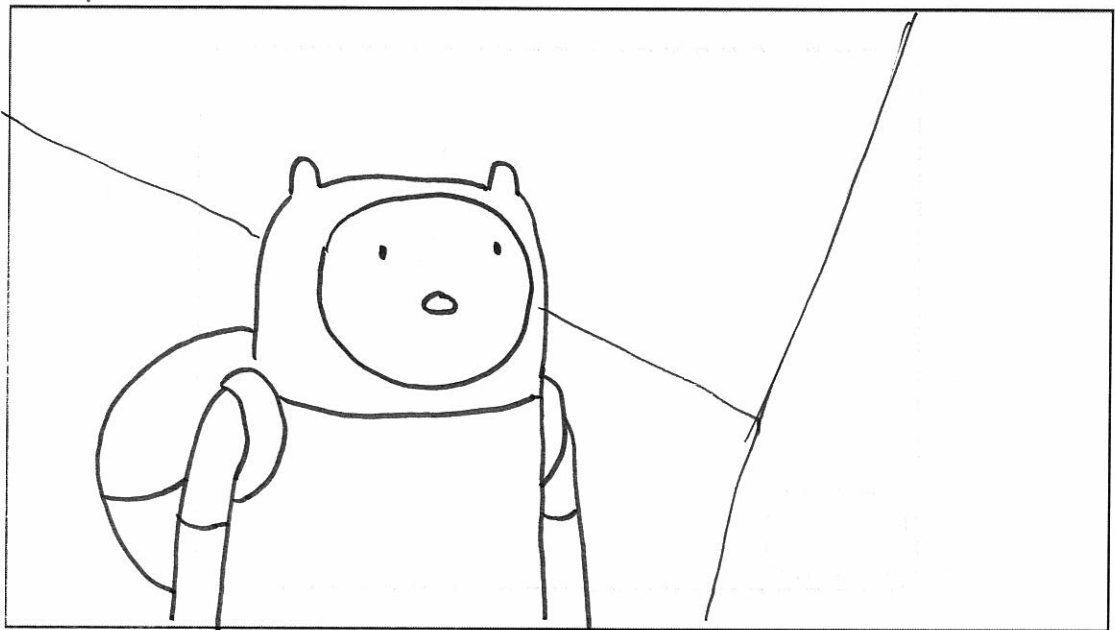


Sc. 106

Pnl. A

Bg.

day night



Dialog:

(J) And still lookin' good!

(F) Do you remember Anything from when you were the Ice King?

Action:

Timing:

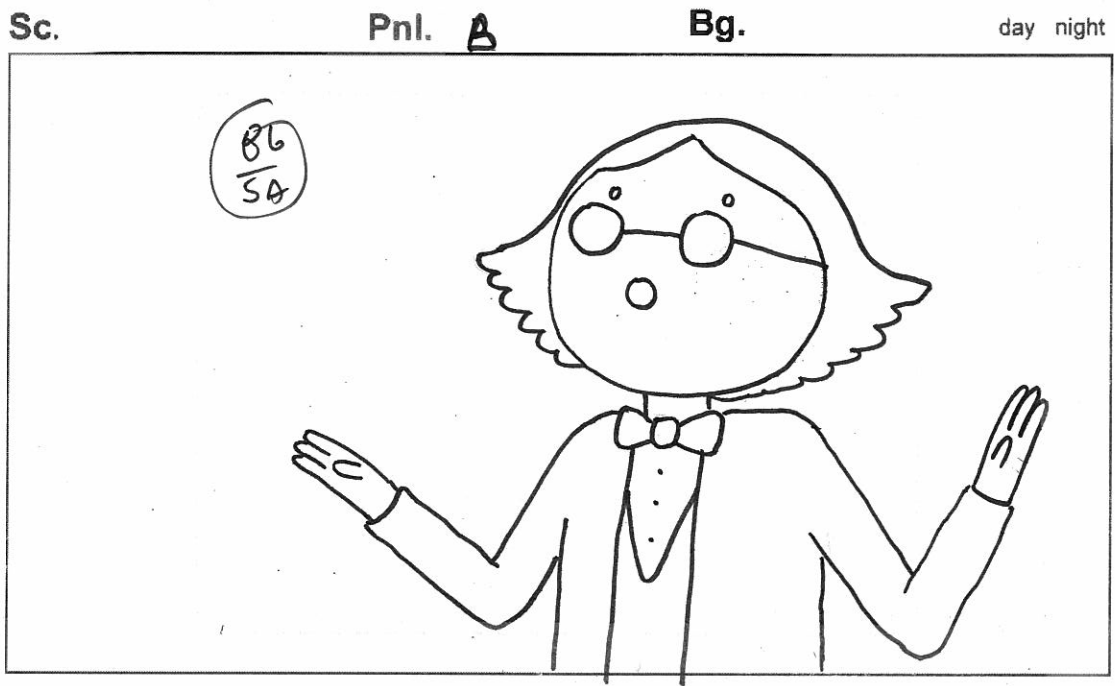
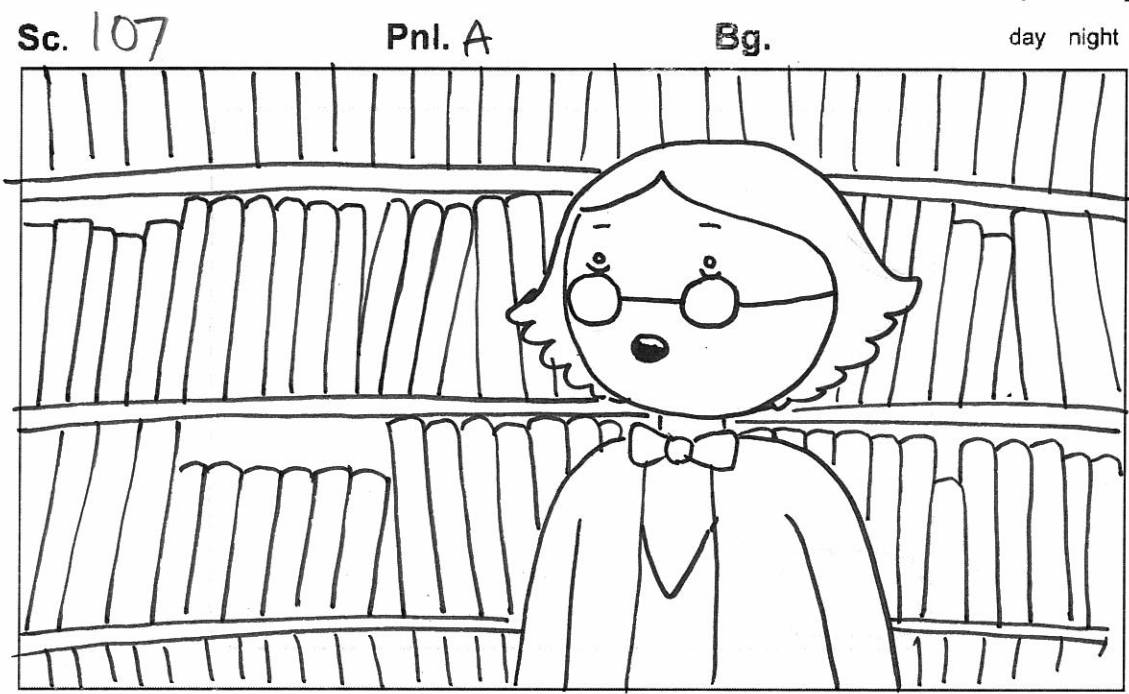
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Dialog:	⑤ nothing specific	⑤ just dreamlike impressions
Action:		
Timing:		

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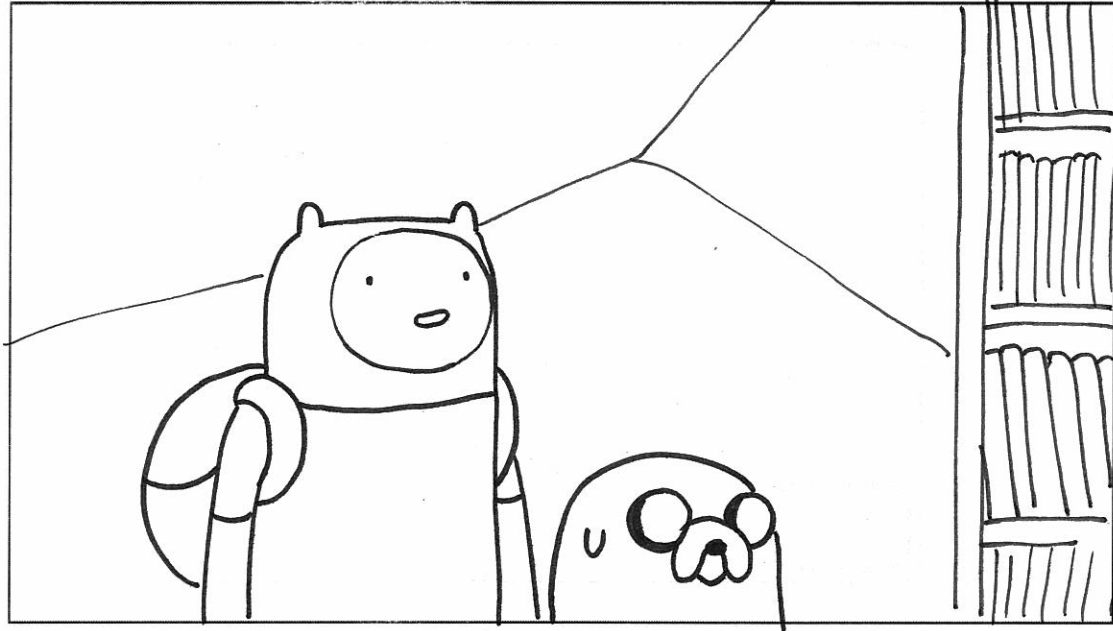
Page 93

Sc. 108

Pnl. A

Bg.

day night

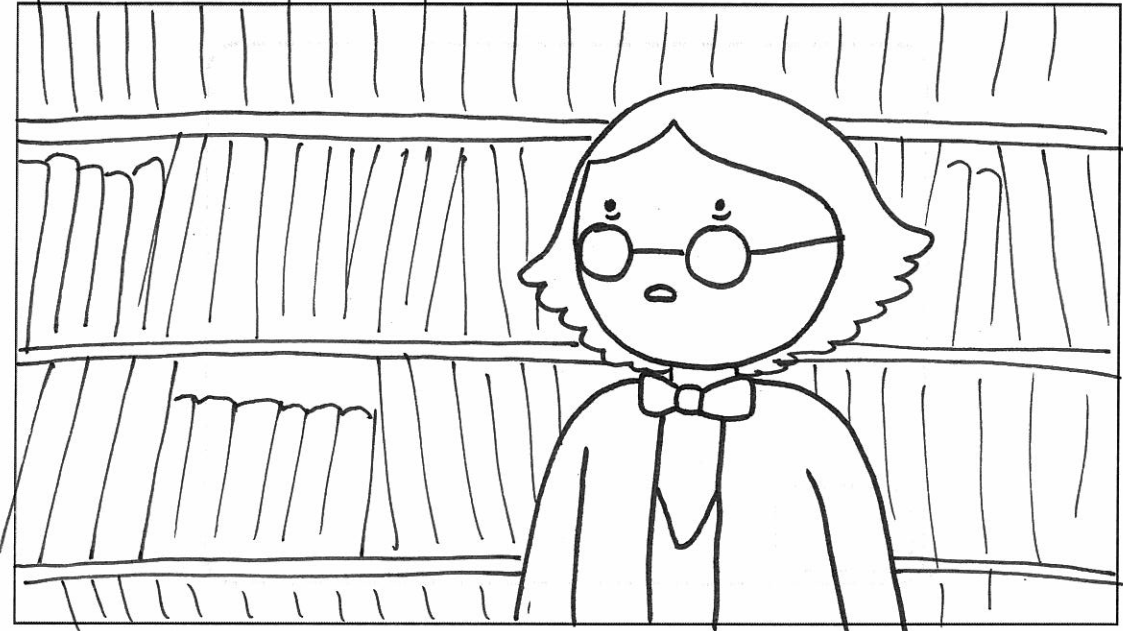


Sc. 109

Pnl. A

Bg.

day night



Dialog:

⑥ Do you still have impressions from all the times we flipped your bricks ?      ⑤ I have , , , , bruises

Action:

Timing:

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# ADVENTURE TIME



Page 94

Sc. 109

Pnl. B

Bg.

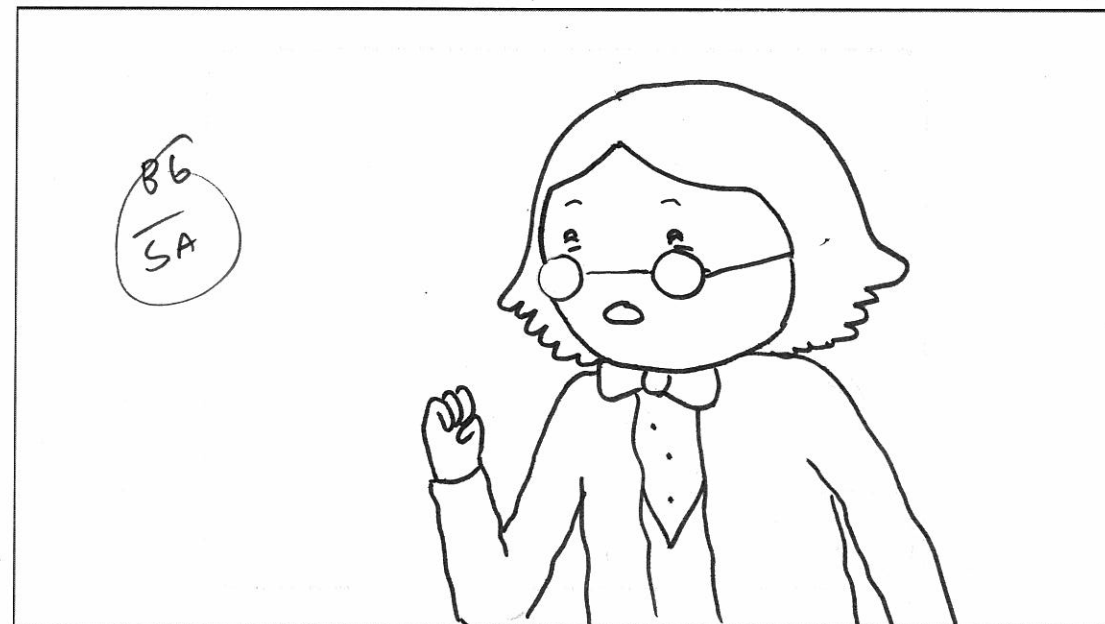
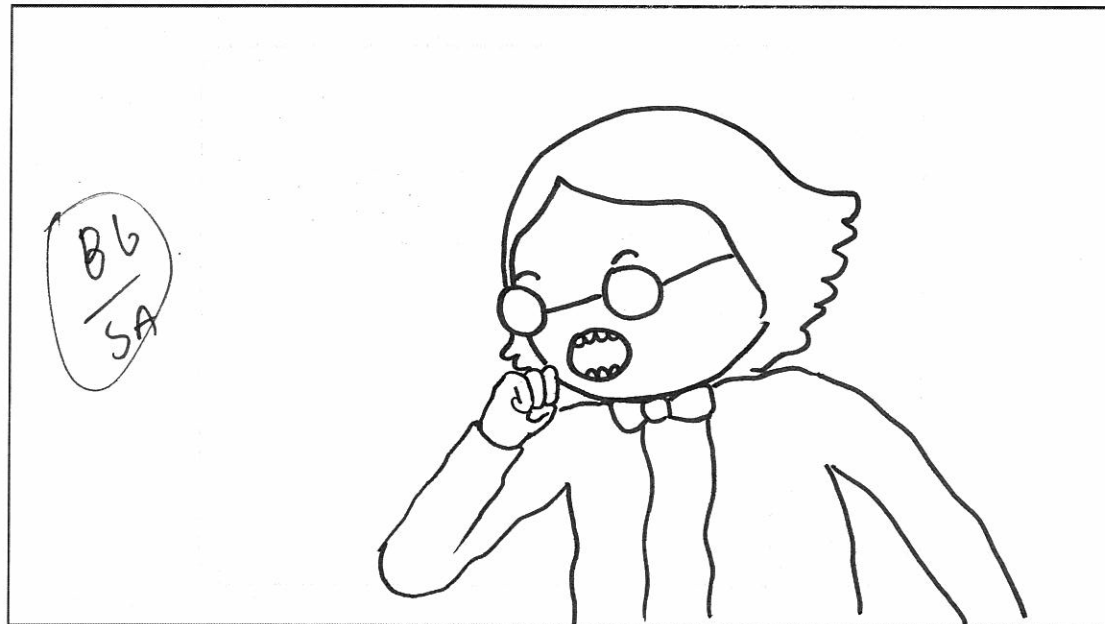
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

(S) : cough cough! :

(S) excuse me, I ...

Action:

Timing:



EPISODE #

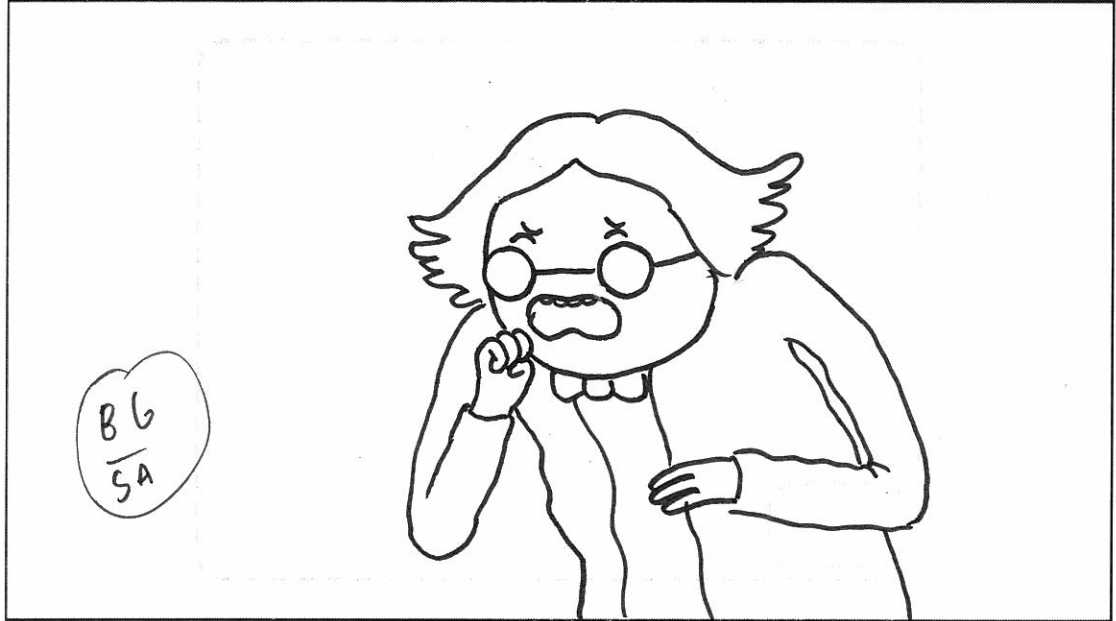
Production :

1014-155

ADVENTURE TIME



Sc. 109 Pnl. D Bg. day night



Sc. 110 Pnl. A Bg. day night



Dialog:	
(S) :: cough cough cough!! ::	(M) man, Simon...
Action:	
Timing:	

Production : EPISODE #

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ADVENTURE TIME



Sc. 111 Pnl. A Bg. day night



Sc. 112 Pnl. A Bg. day night



Dialog:
(S) :cough!: I'm fine ;cough cough! (M) you're <u>dying</u> .
Action:
Timing:

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Production :



# ADVENTURE TIME



Page 97

Sc. 113

Pnl. A

Bg.

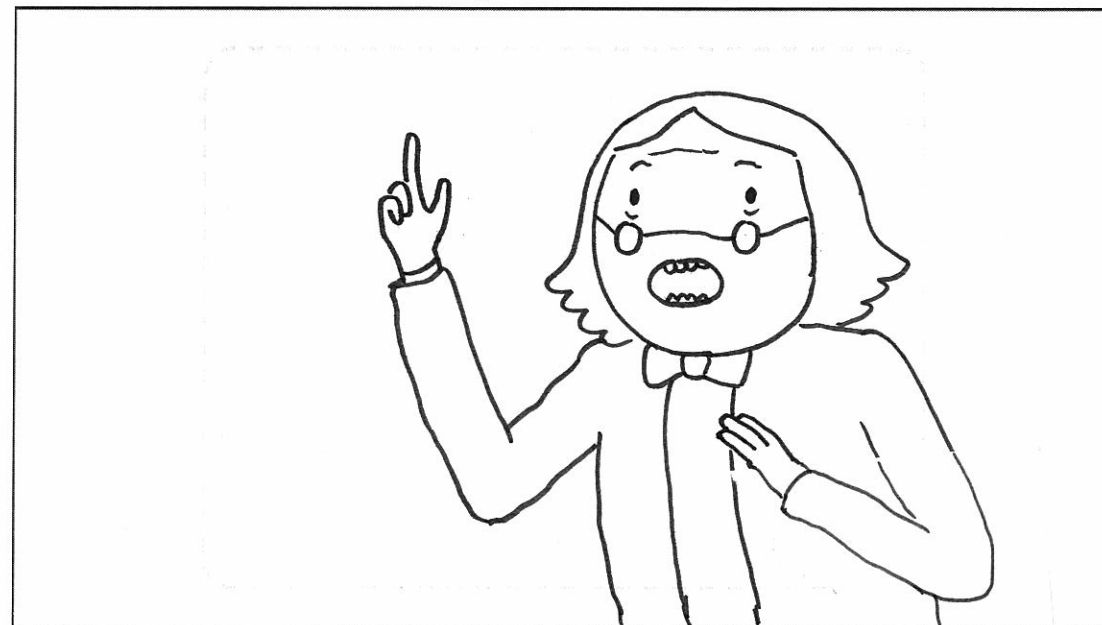
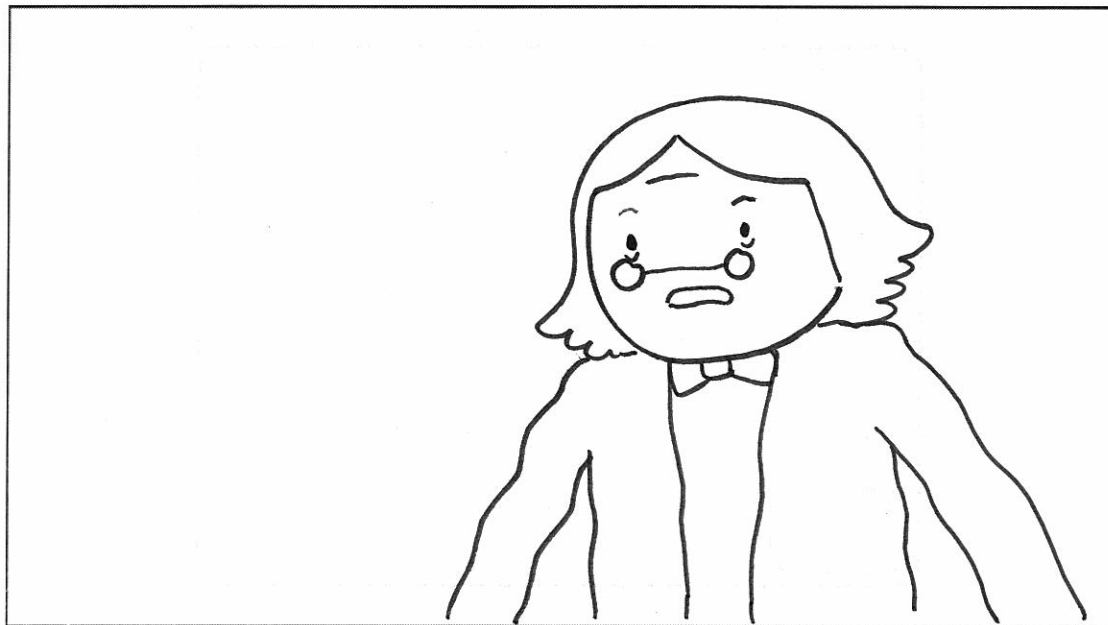
day night

Sc.

Pnl. B

Bg.

day night



Dialog: ⑤ well, yes

⑤ But only in increments !

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME

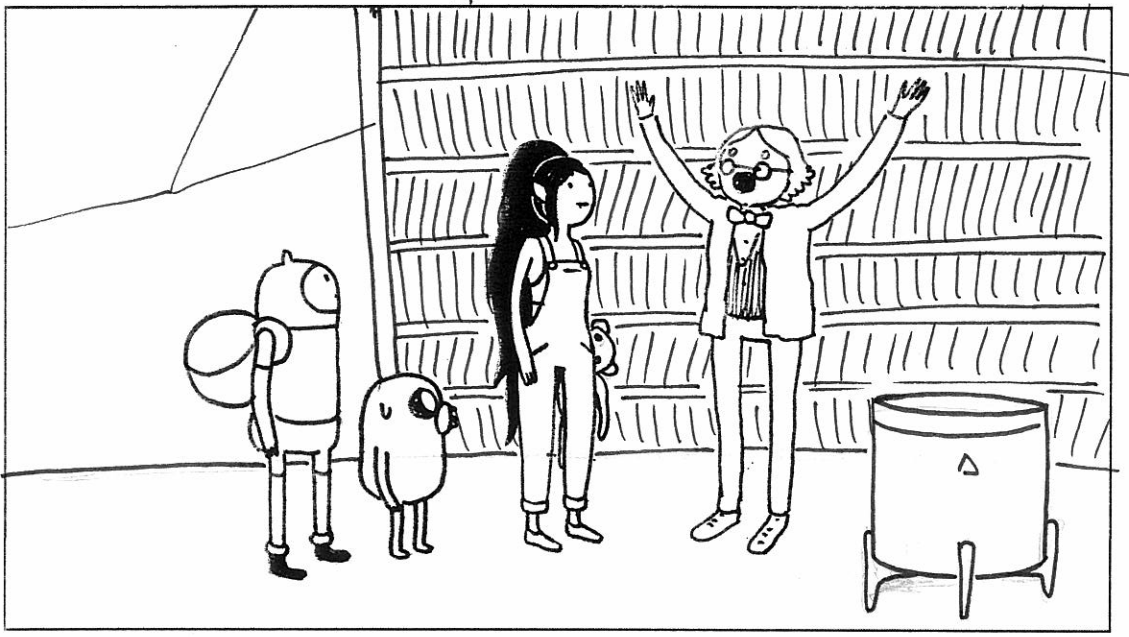


Sc. 114

Pnl. A

Bg.

day night

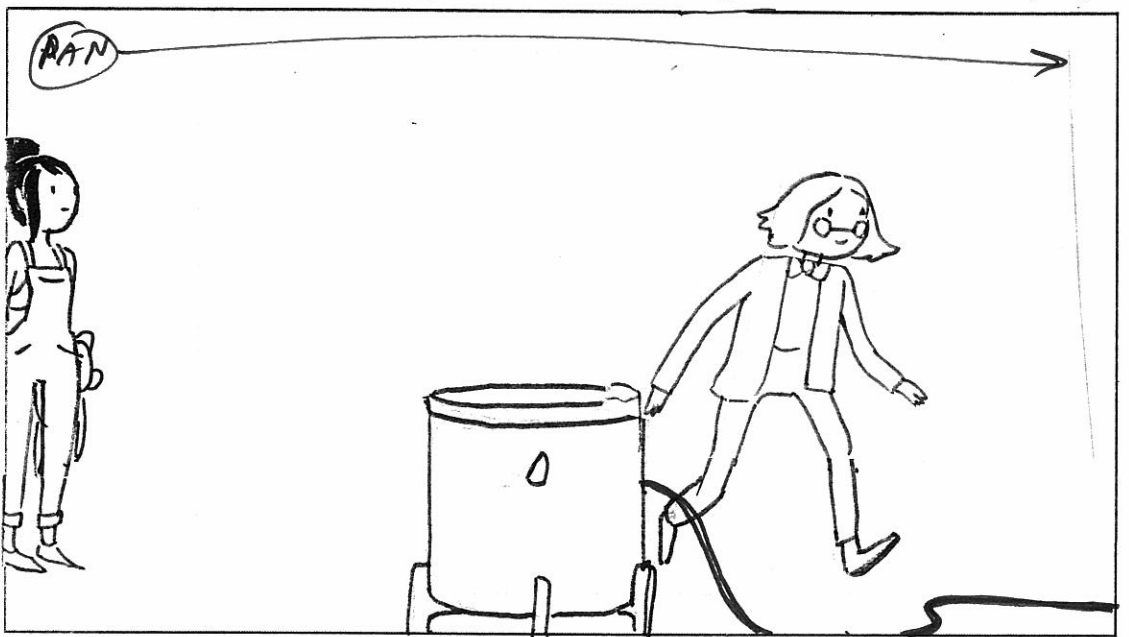


Sc.

Pnl. B

Bg.

day night



Dialog:

⑤ I've still got work to do !

Action:

Timing:

EPISODE #

1014-155

Production :

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# ADVENTURE TIME



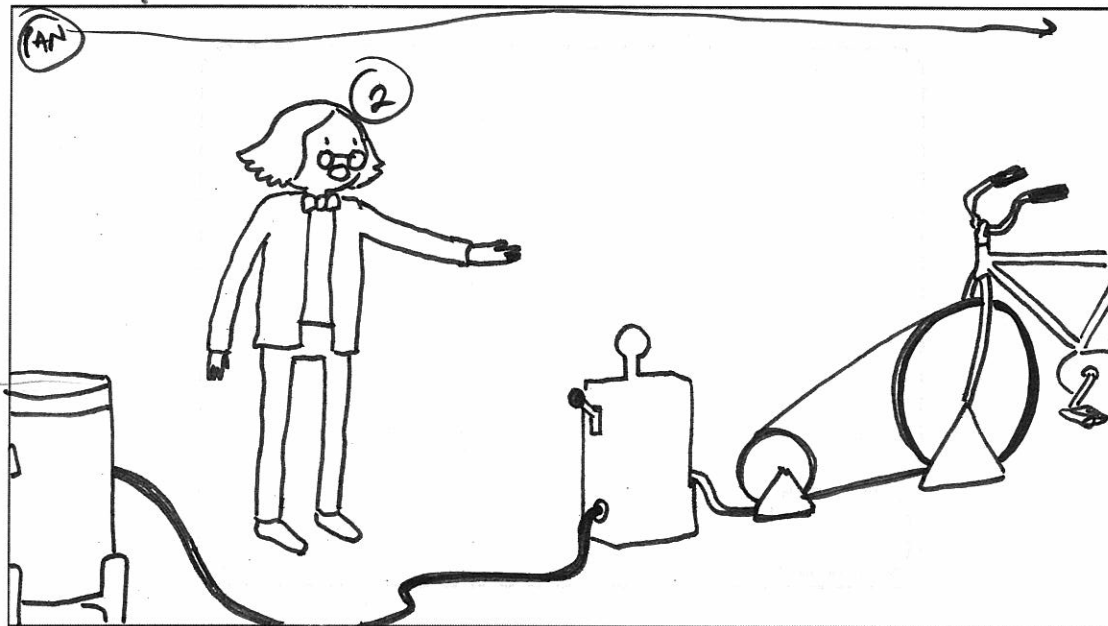
Page 99

Sc. 114

Pnl. C

Bg.

day night

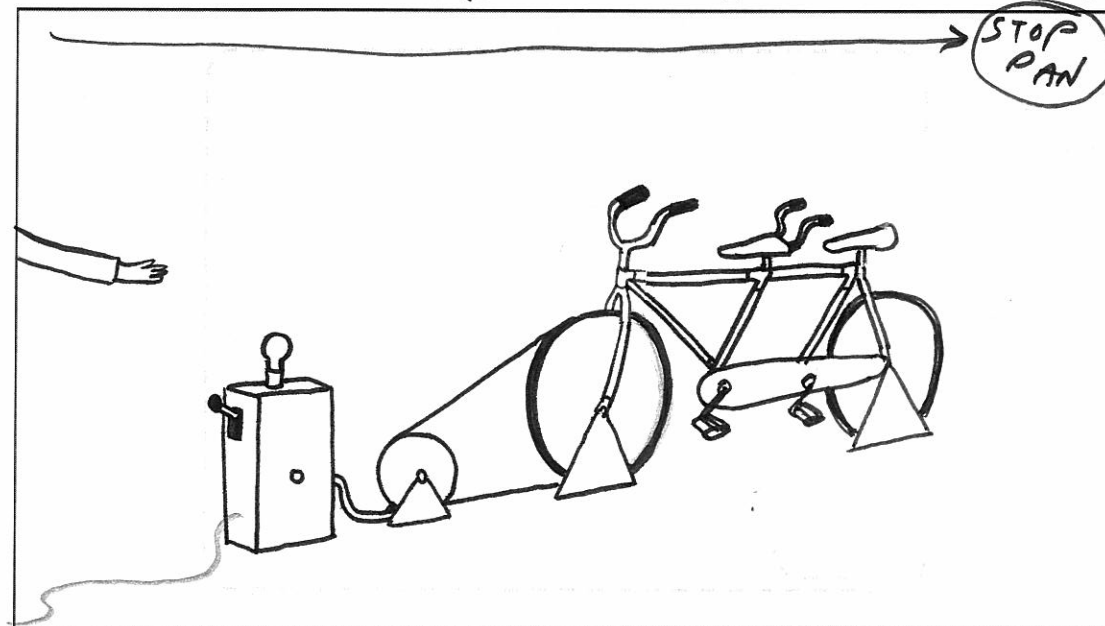


Sc.

Pnl. D

Bg.

day night



Dialog:

① Finn and Jake ② will you run my generator ?

Action:



Timing:

EPISODE #

Production :

1014-155

# ADVENTURE TIME



Page 100

Sc. 114

Pnl. E

Bg.

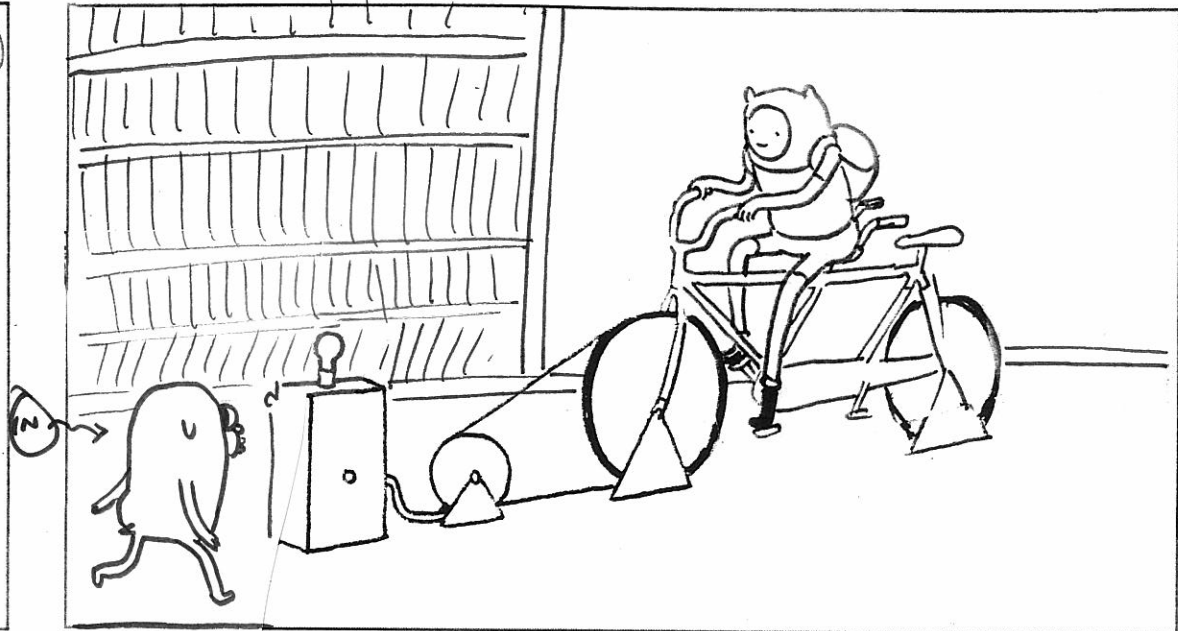
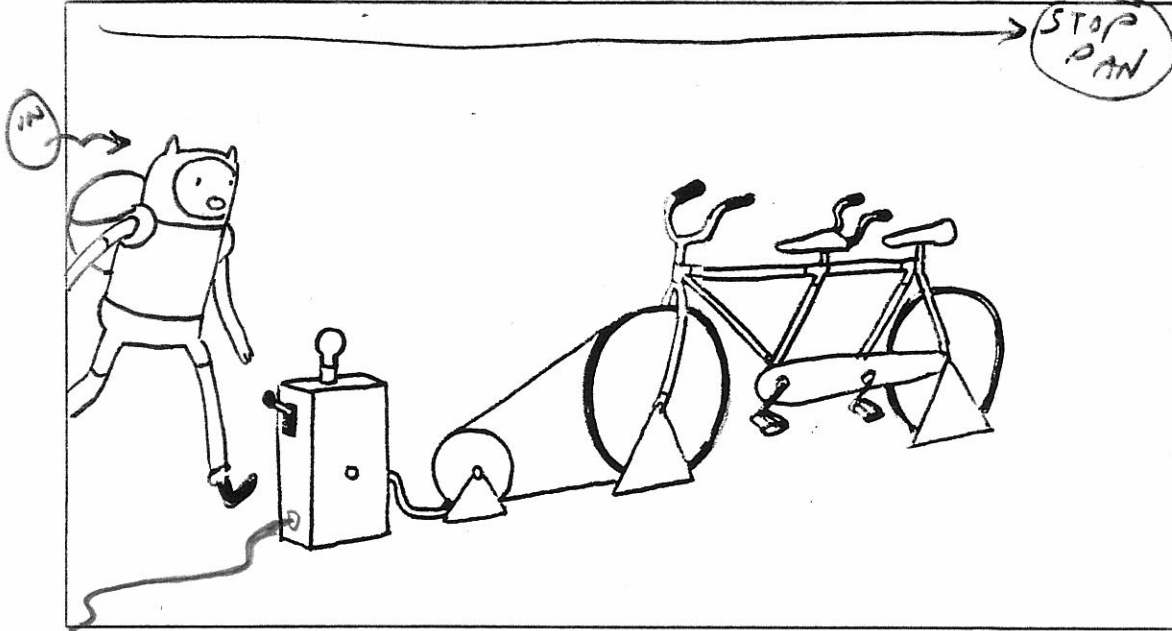
day night

Sc.

Pnl. F

Bg.

day night



Dialog:

F yeah man

Action:

Timing:

EPISODE #

Production :

1014-155

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# ADVENTURE TIME

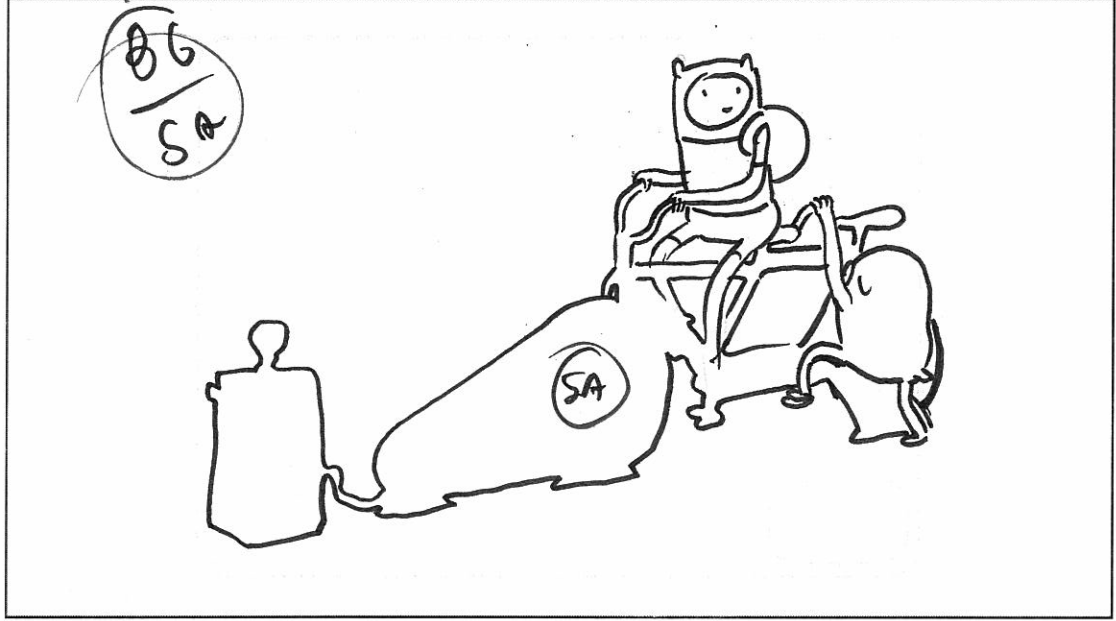


Sc. 114

Pnl. 6

Bg.

day night

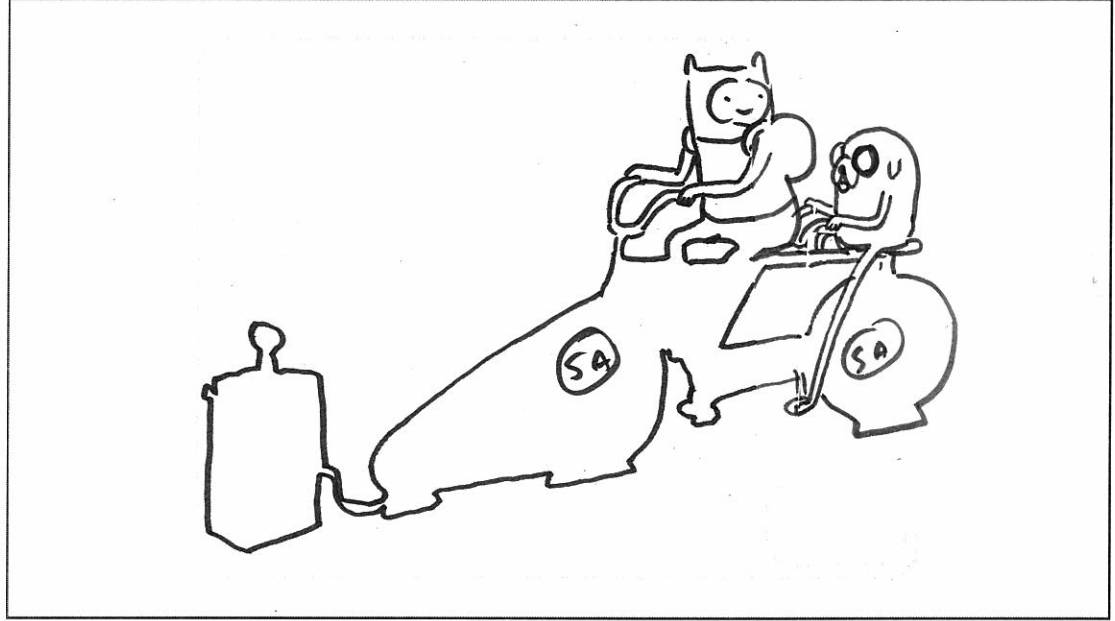


Sc.

Pnl. H

Bg.

day night



Dialog:	① cool.
Action:	
Timing:	

EPISODE #

Production :

1014-155

# ADVENTURE TIME



Page 102

Sc. 114

Pnl. 1

Bg.

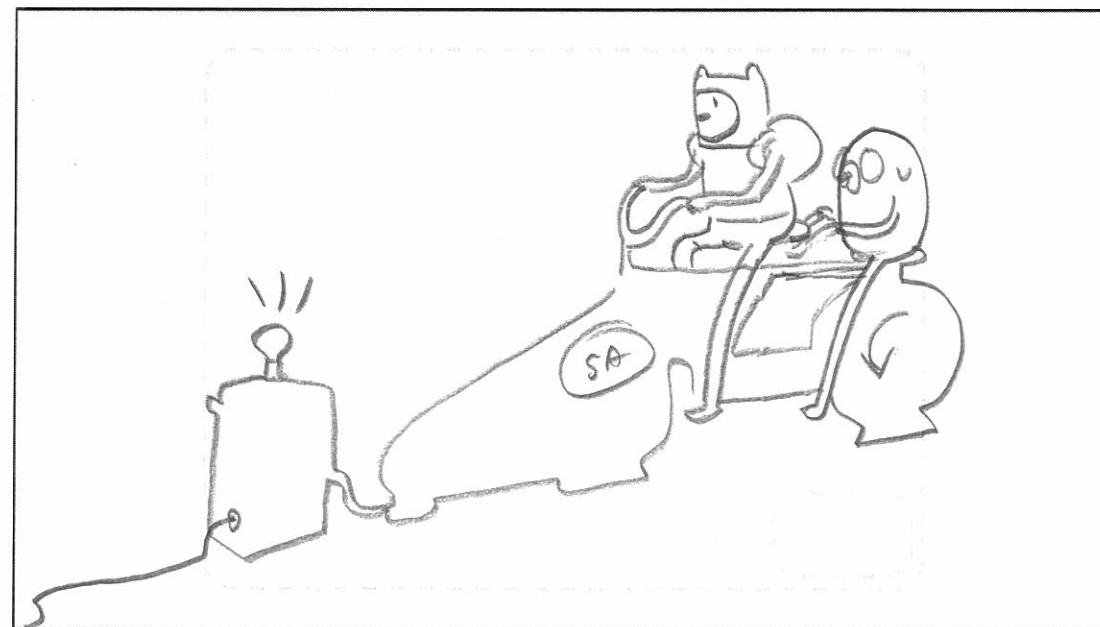
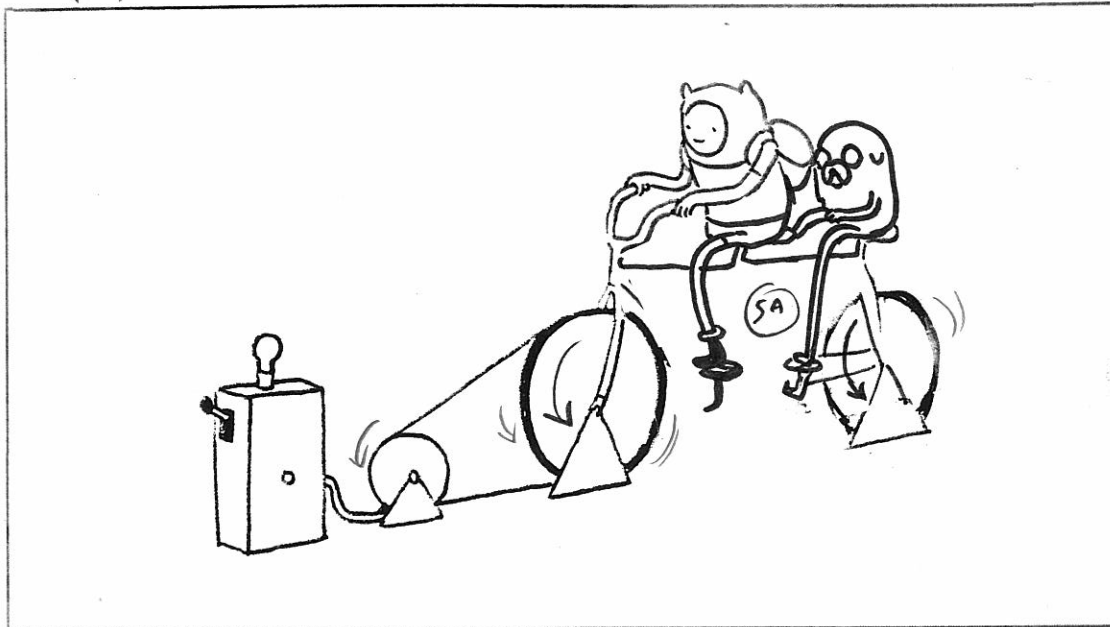
day night

Sc.

Pnl. J

Bg.

day night



## Dialog:

bike  
sfx = whirrr =

sfx = Blink =  
(lightbulb)

## Action:

Finn & Jake start pedalling. Bicycle wheels spin.

(wheels spinning  
f& j pedalling) Light Bulb  
Lights up

## Timing:

EPISODE #

1014-155

Production :



# ADVENTURE TIME



Sc. 115

Pnl. A

Bg.

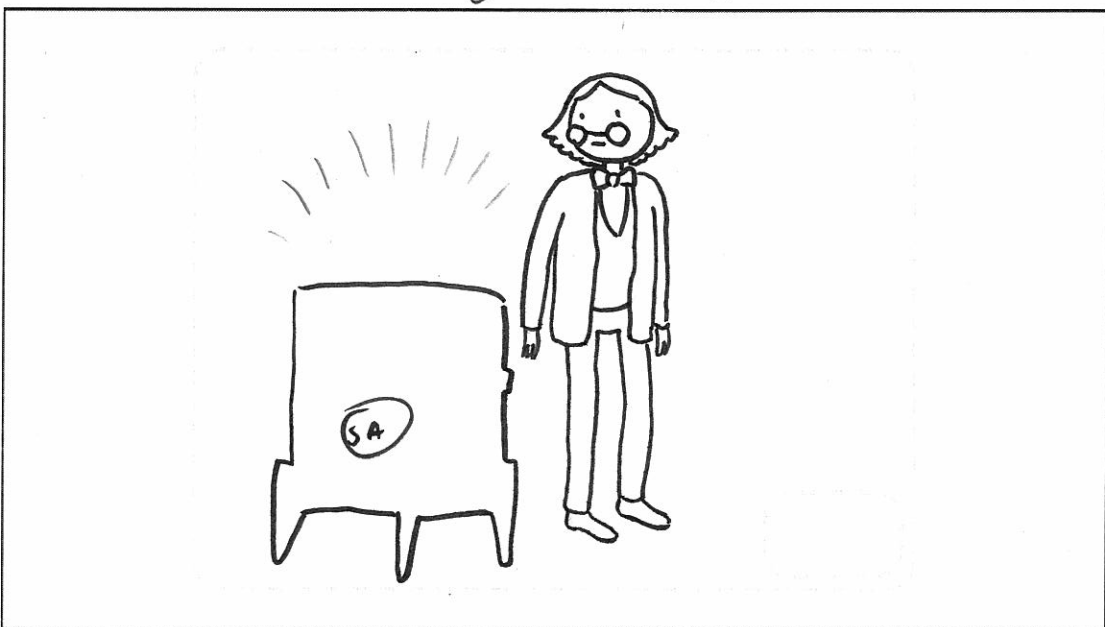
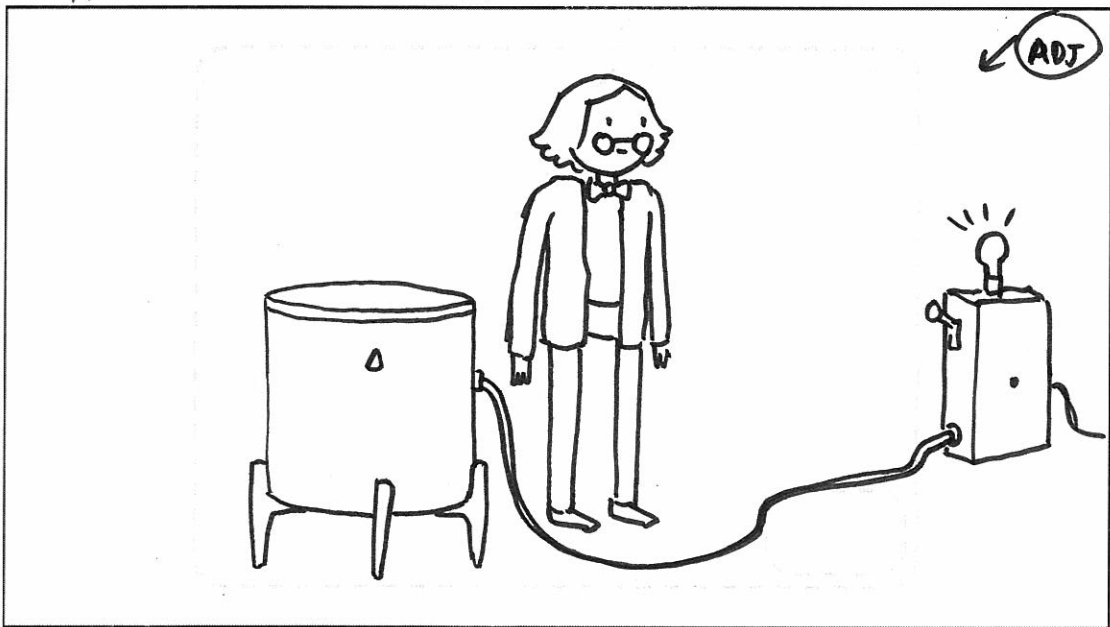
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Light glows from inside cauldron

Timing:

EPISODE #

Production :

1014-155

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ADVENTURE TIME

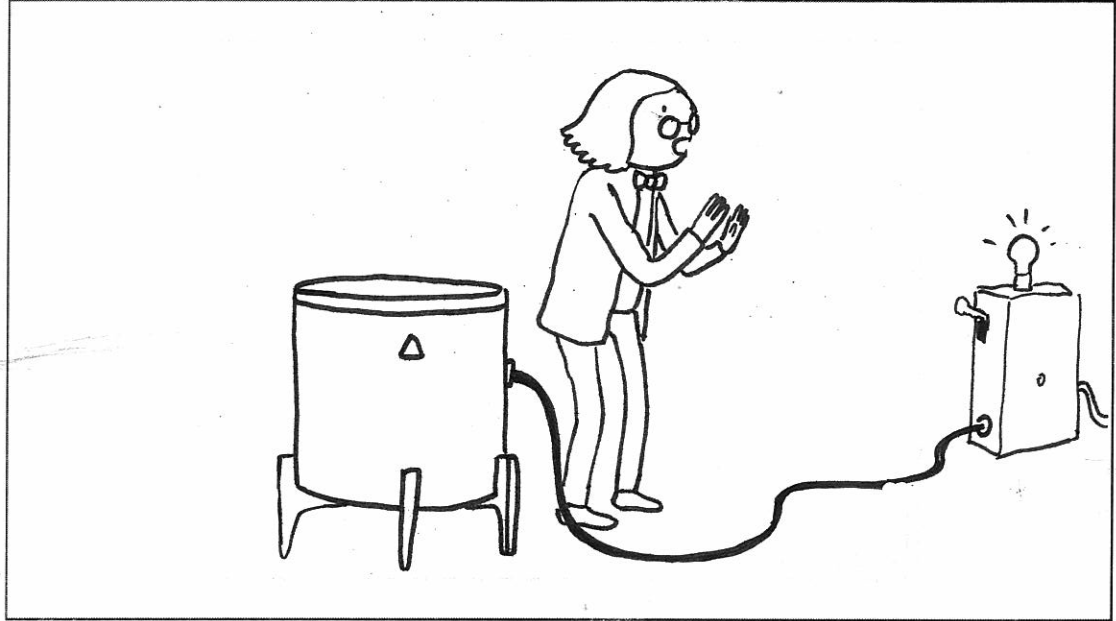


Sc. 115

Pnl. C

Bg.

day night

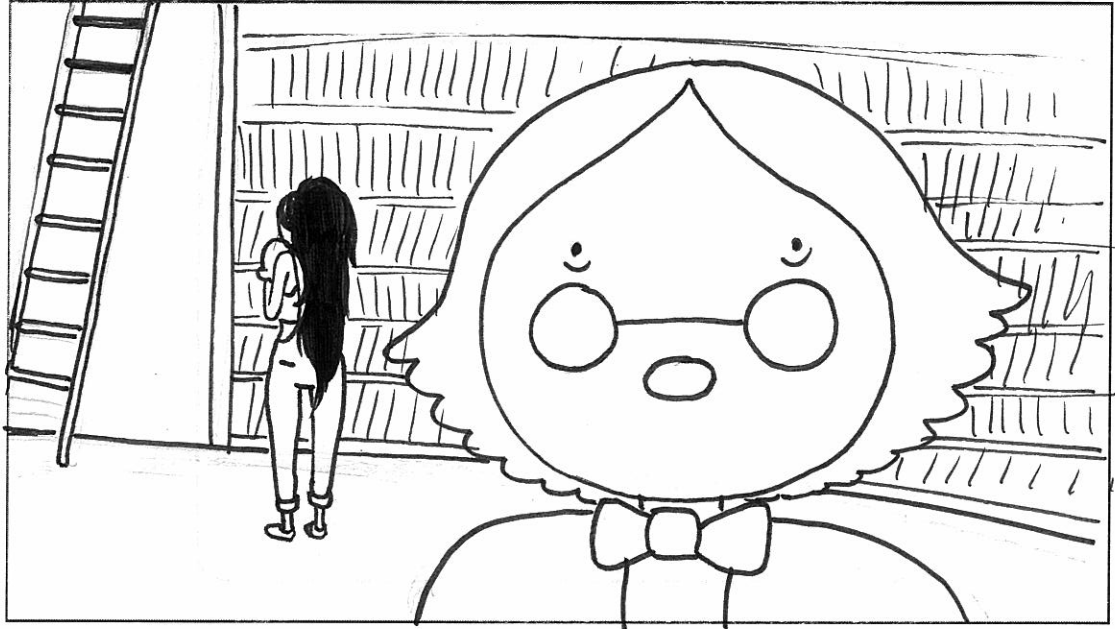


Sc. 116

Pnl. A

Bg.

day night



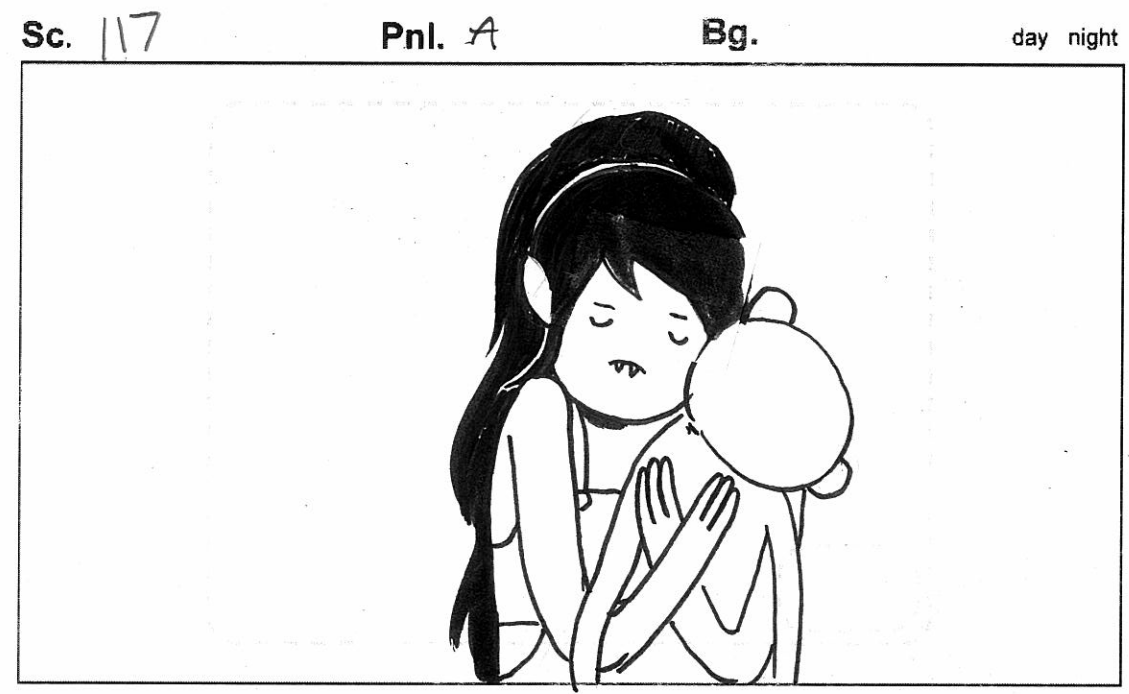
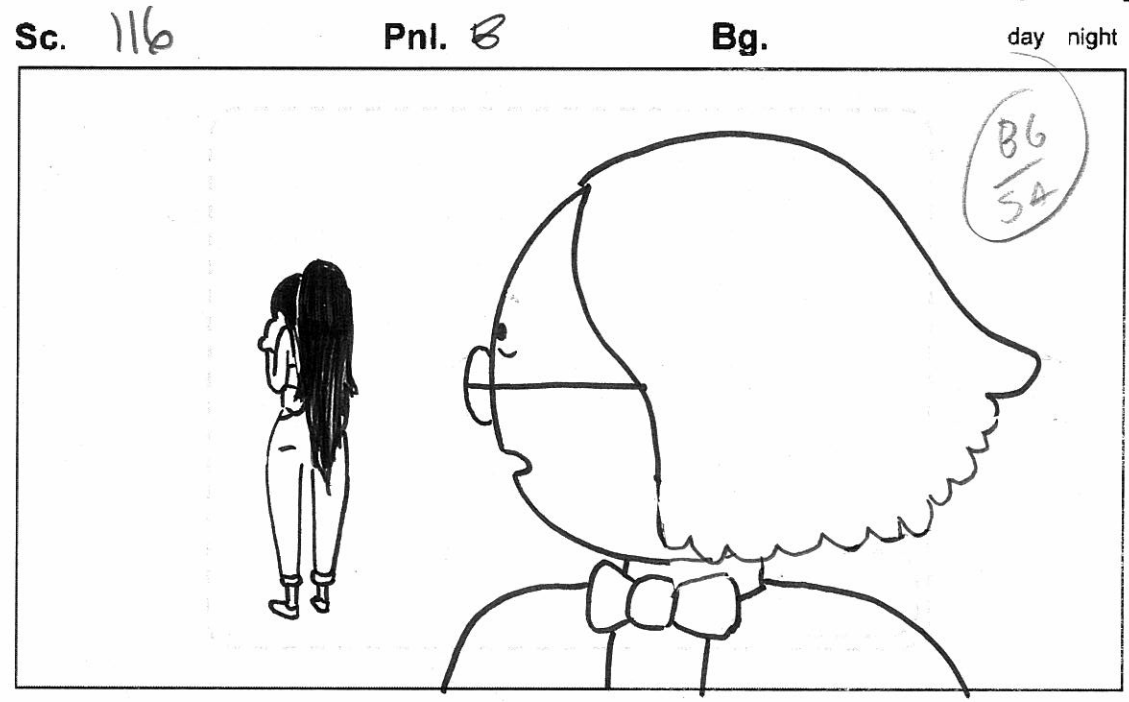
Dial:	
⑤ that's great! keep pedalling!	⑤ All we need now
Action:	
Timing:	

EPISODE #

Production :

1014-155

ADVENTURE TIME



Dialog:	(S) is the catalyst	(S) (OS) an object from the past
Action:		
Timing:		

EPISODE # 1014-155

Production :

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# ADVENTURE TIME



Sc. 117

Pnl. B

Bg.

day night

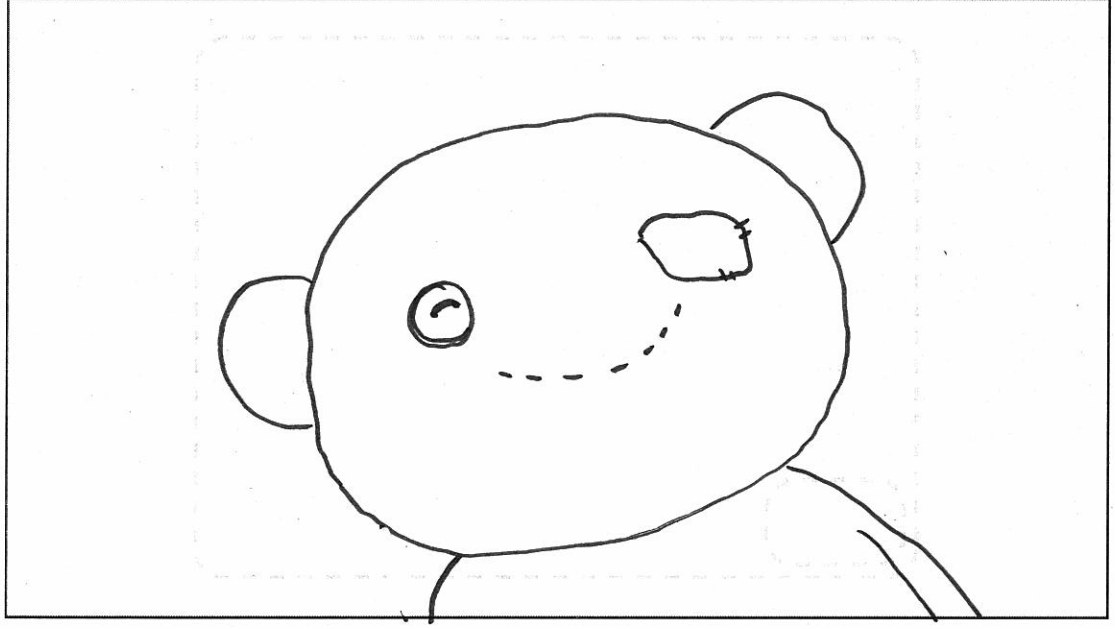


Sc. 118

Pnl. A

Bg.

day night



Dialog:

⑤ (os) that has been lovingly tended  
to through the ages.

Action:

Timing:

EPISODE #

Production :

1014-155

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# ADVENTURE TIME



Page 107

Sc. 119

Pnl. A

Bg.

day night

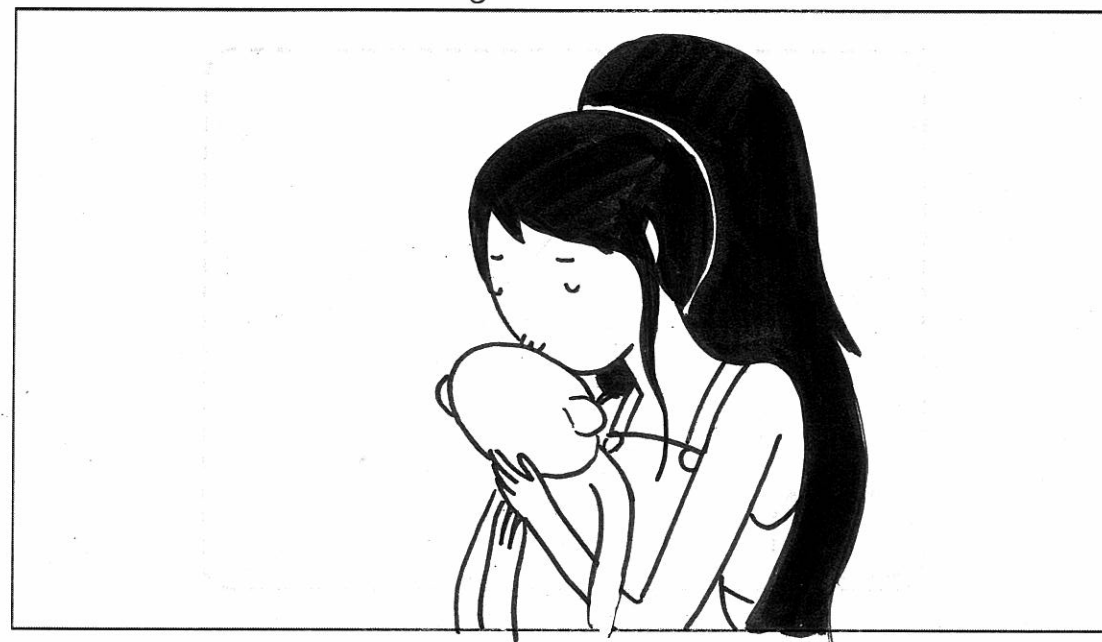


Sc.

Pnl. B

Bg.

day night



Dialog:

(M) Good bye Hambo

Action:

Timing:

EPISODE #

Production :

1014-155

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ADVENTURE TIME

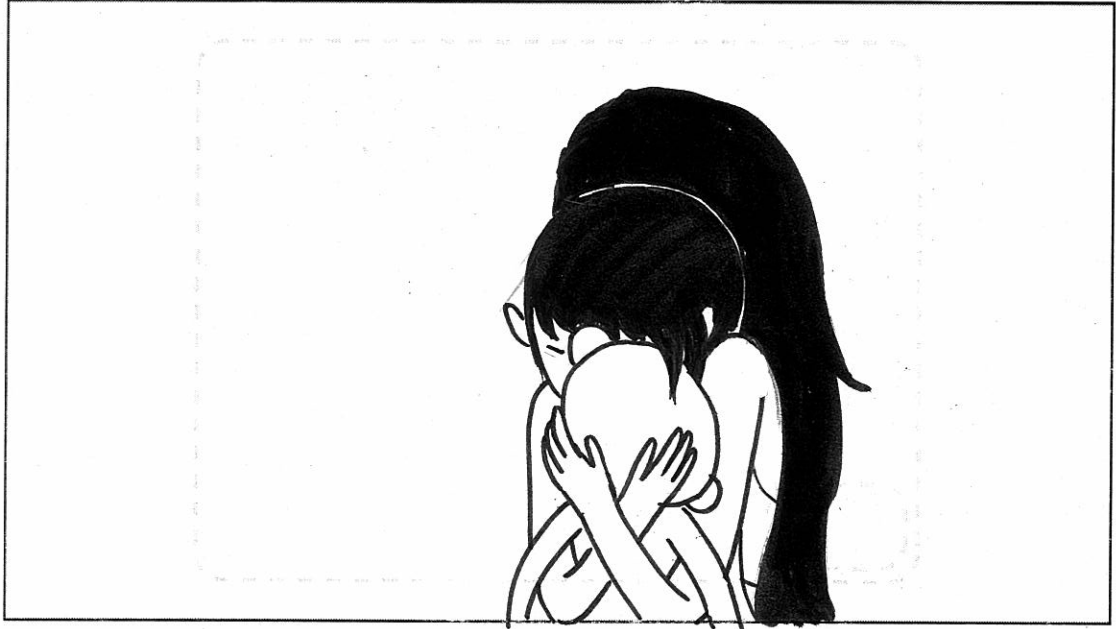


Sc. 119

Pnl. C

Bg.

day night

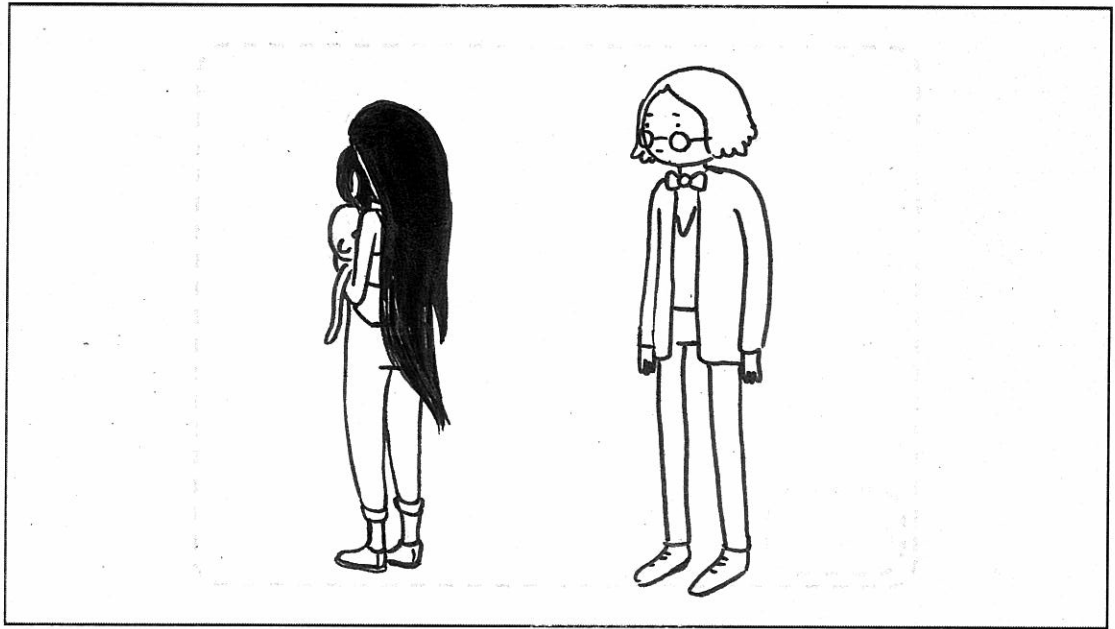


Sc. 120

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1014-155

Production :



# ADVENTURE TIME



Sc. 120 Pnl. 8 Bg. day night

Sc. Pnl. 9 Bg. day night

Dialog:
Action:
Timing:

EPISODE #  
Production :

1014-155

ADVENTURE TIME



Sc. 121

Pnl. A

Bg.

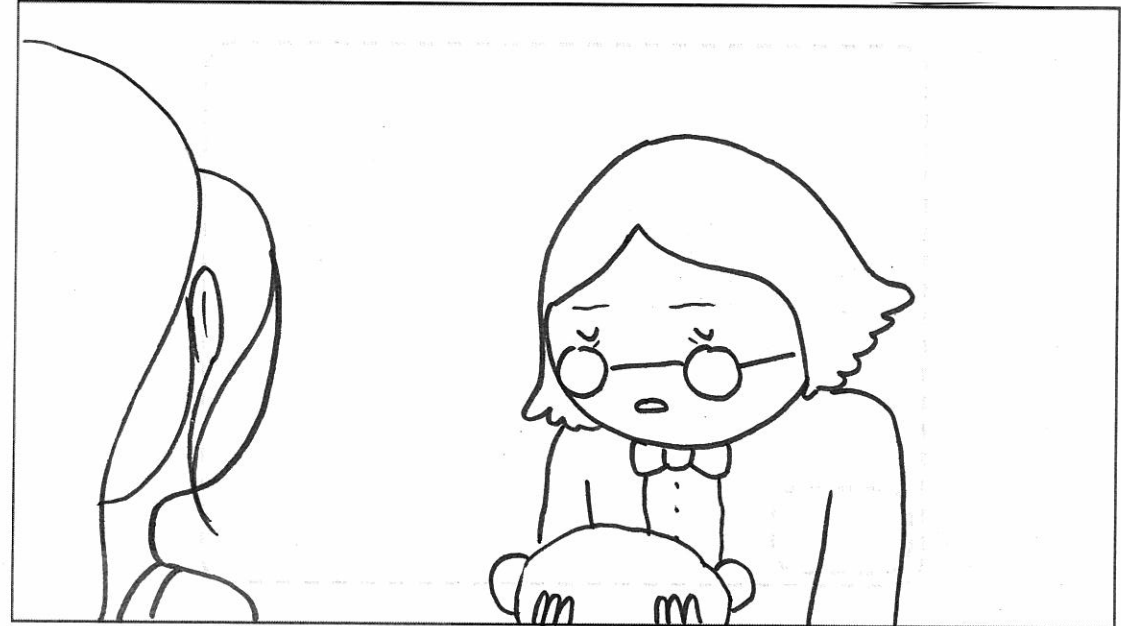
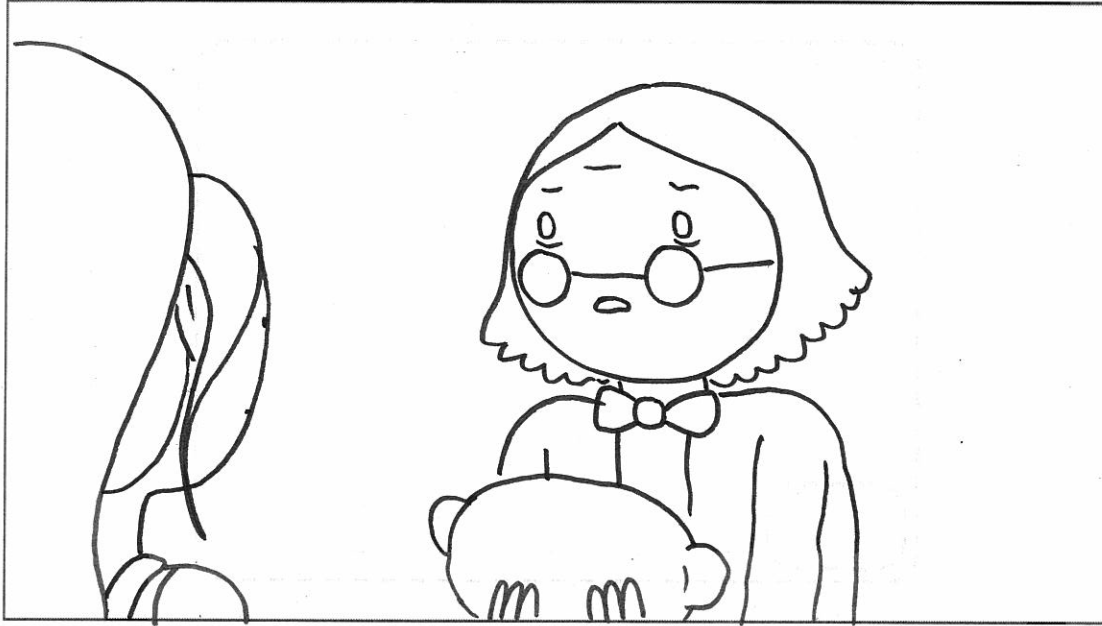
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

⑤ Because of you

⑤ I can say goodbye to Betty

Action:

Timing:

EPISODE #

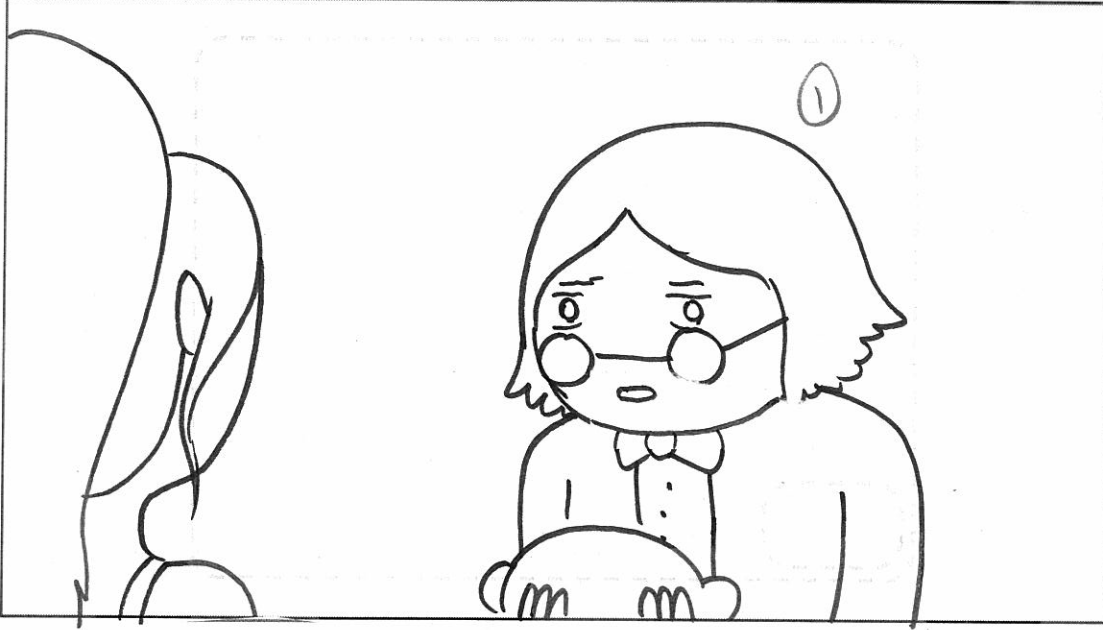
1014-155

Production :

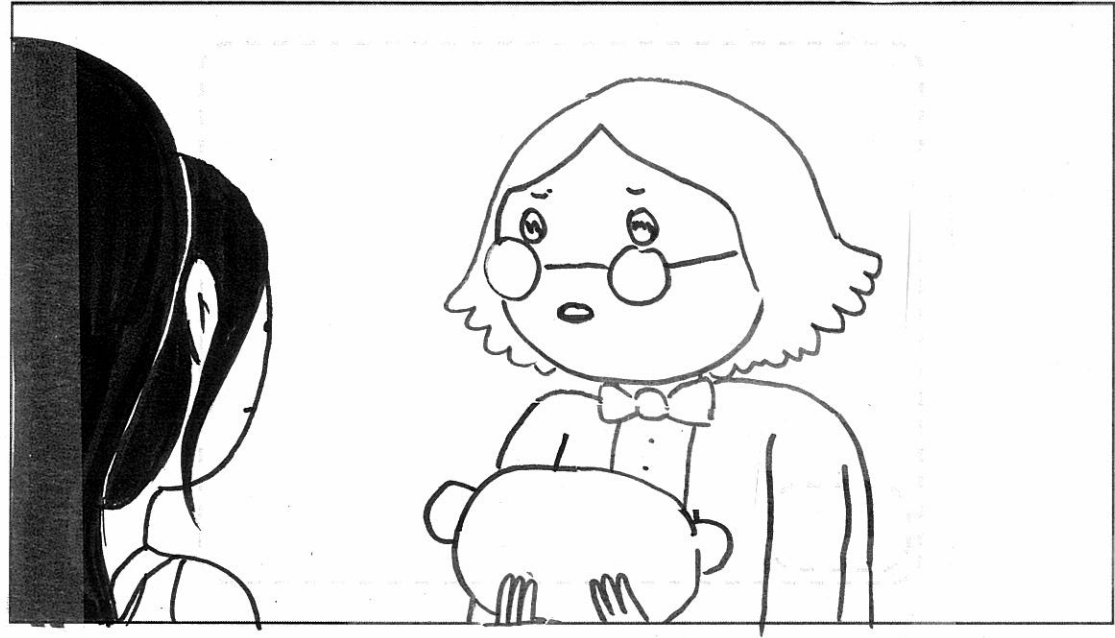
# ADVENTURE TIME




Sc. 121 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog: (S) and tell her I'm sorry for driving her away. (S) thank you Marceline.

Action: (2) 

Timing:

EPISODE #

Production :

1014-155

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# ADVENTURE TIME

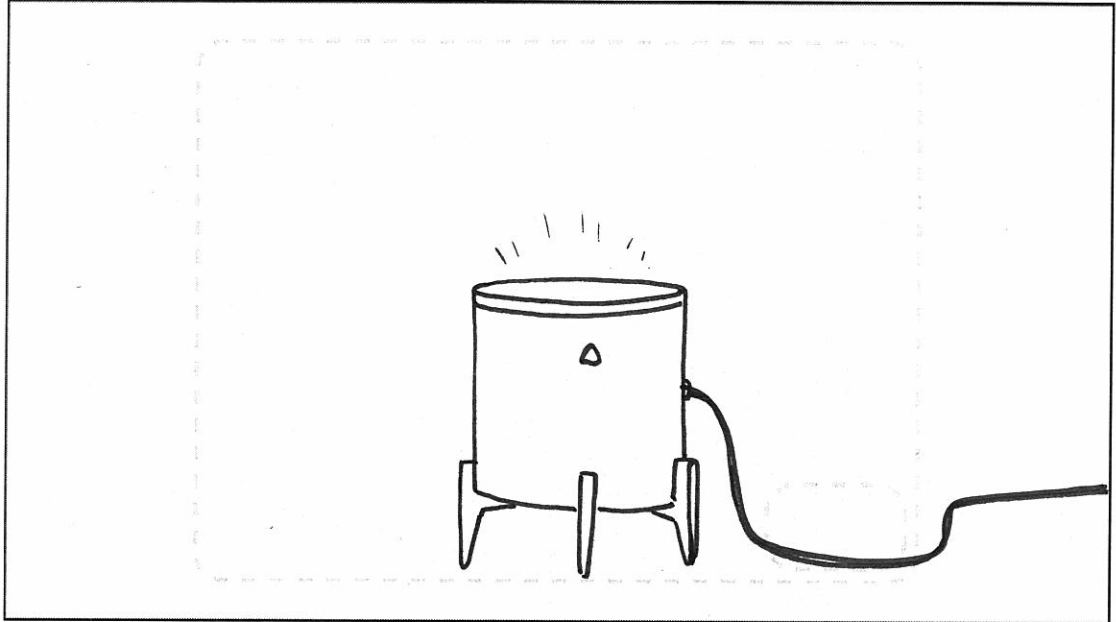


Sc. 122

Pnl. A

Bg.

day night

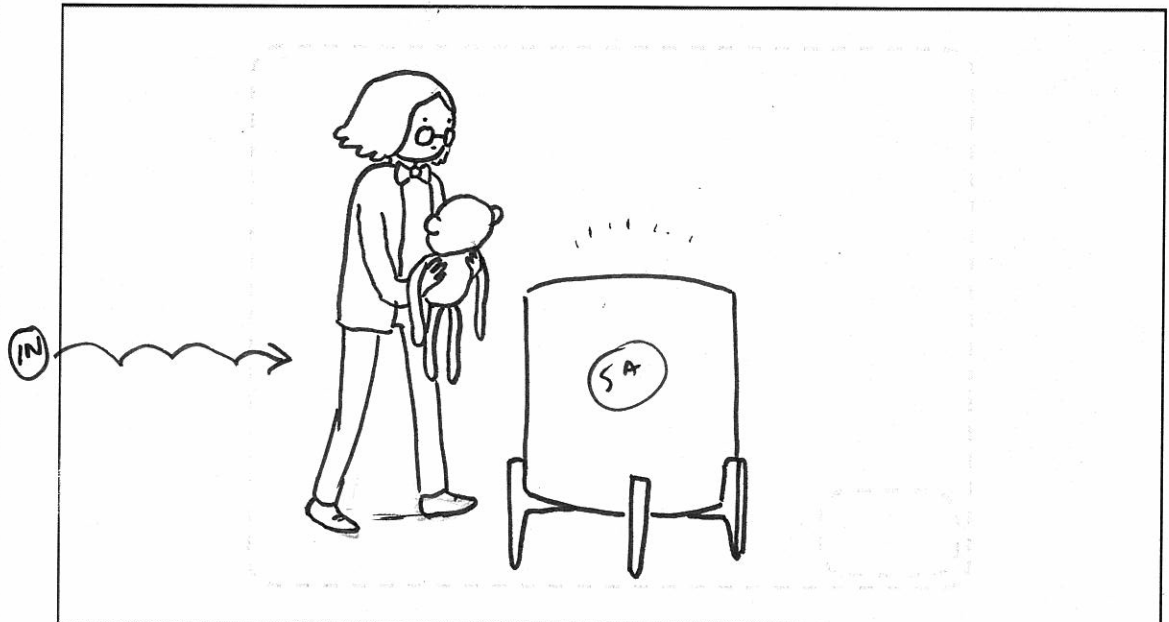


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

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# ADVENTURE TIME

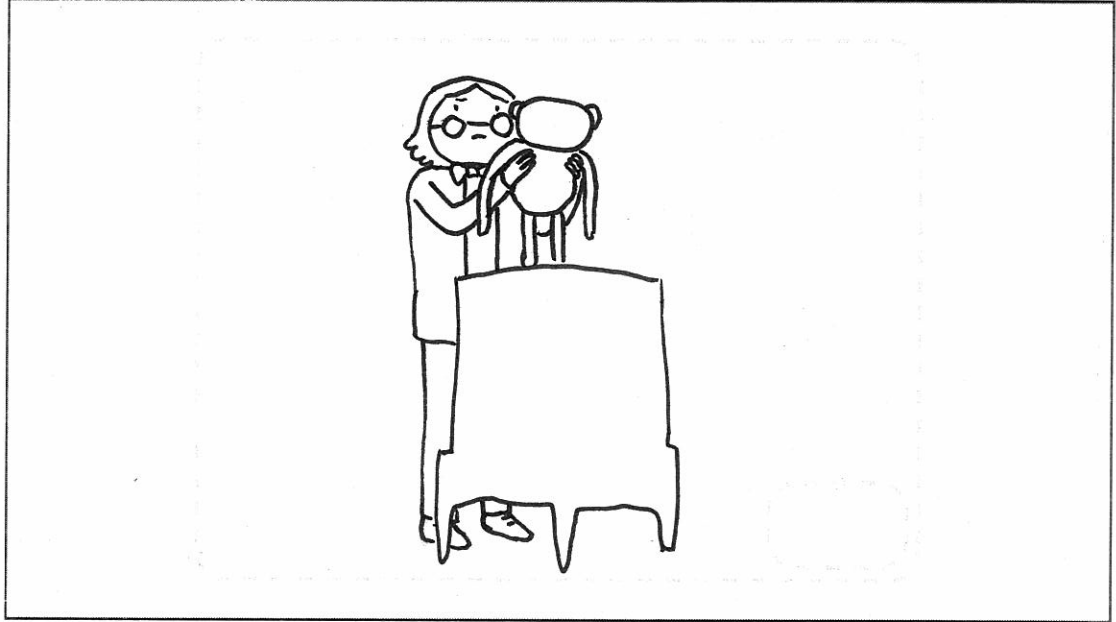


Sc. 122

Pnl. C

Bg.

day night



Sc.

Pnl. D

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #

Production :

1014-155

# ADVENTURE TIME



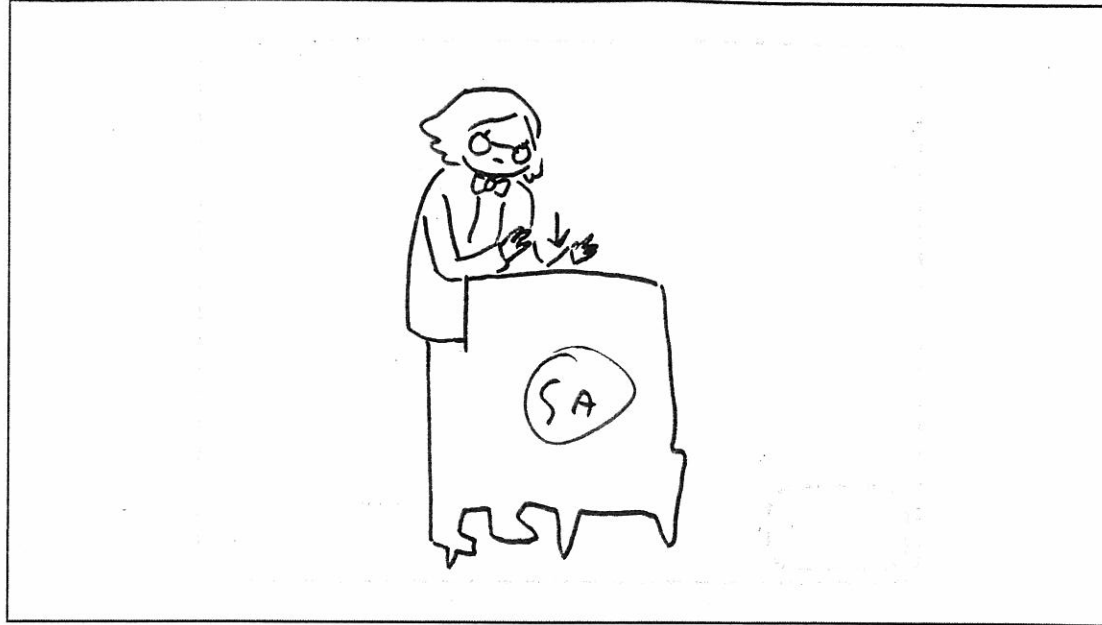
Page 119

Sc. 122

Pnl. E

Bg.

day night

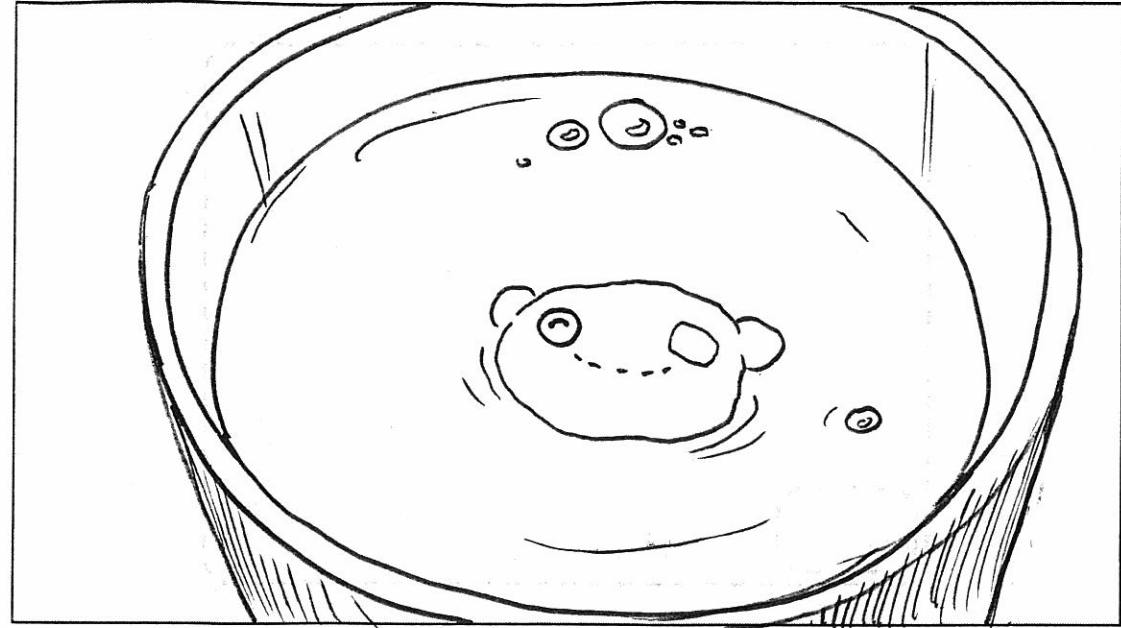


Sc. 123

Pnl. A

Bg.

day night



Dialog:

Action:

Simon drops Hambo into vat . Hambo sinks into the liquid

Timing:

EPISODE #

Production :

1014-155

# ADVENTURE TIME



Sc. 123 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

EPISODE #

Production :

1014-155



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# ADVENTURE TIME



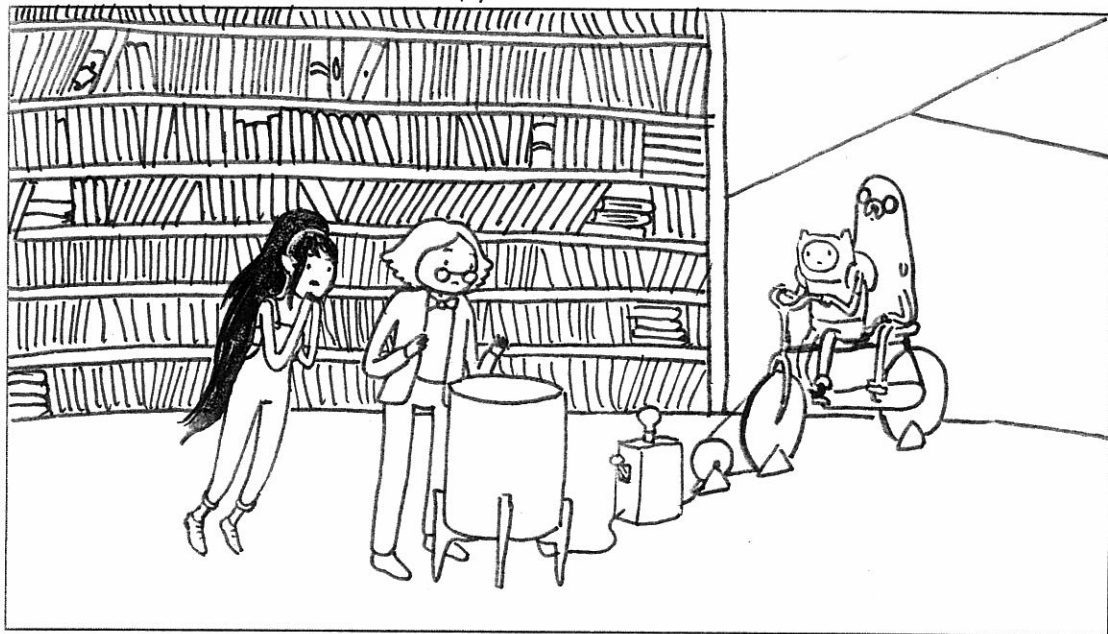
Page 116

Sc. 124

Pnl. A

Bg.

day night

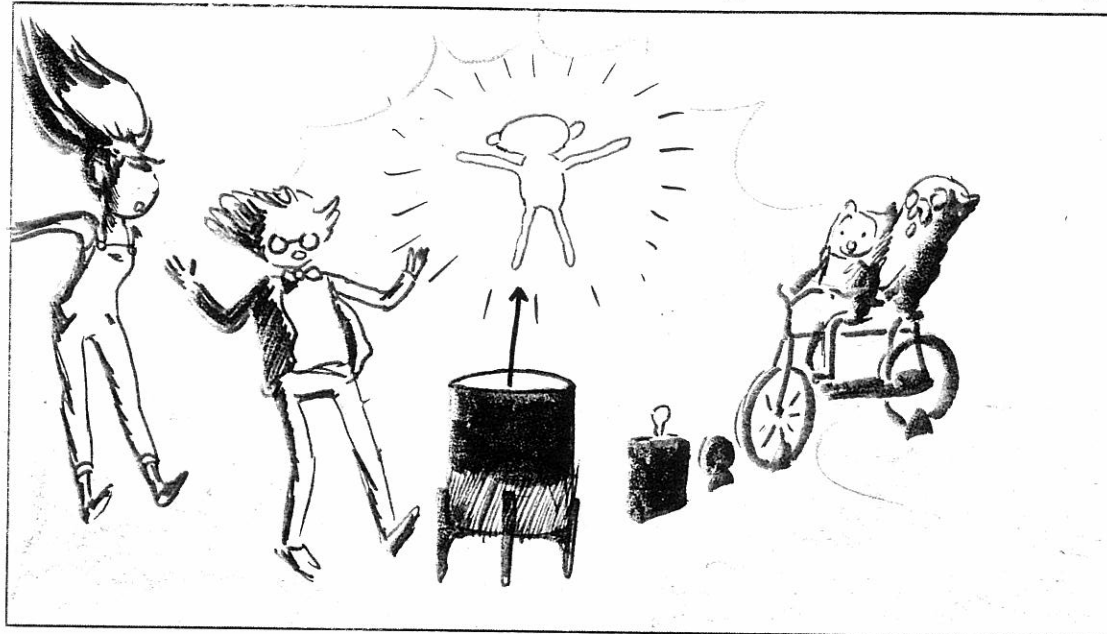


Sc.

Pnl. B

Bg.

day night



Dialog:

= Boom =

Action:

Timing:

EPISODE #

Production :

1014-155

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# ADVENTURE TIME

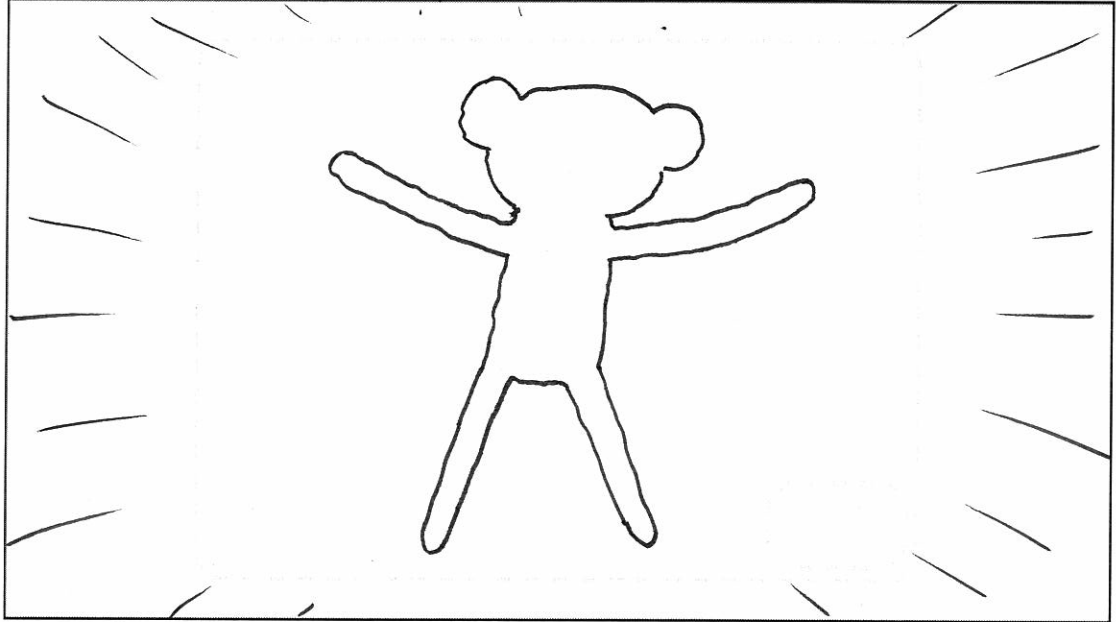


Sc. 125

Pnl. A

Bg.

day night

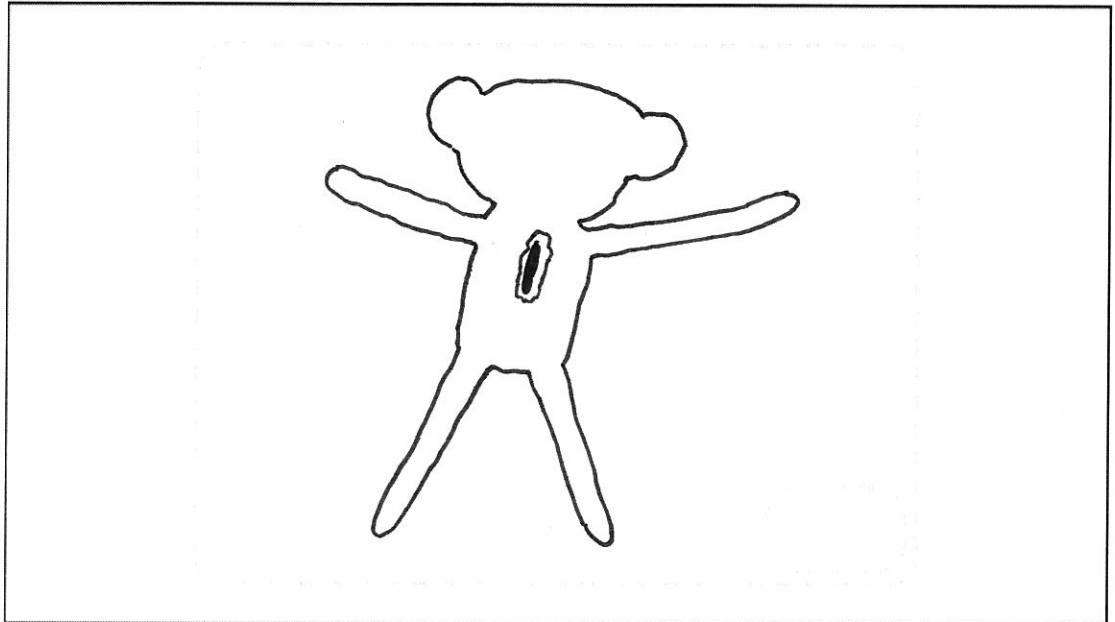


Sc.

Pnl. B

Bg.

day night



Dialog:
Action: <u>Burning, glowing hambo shines brightly.      hole opens</u>
Timing:

EPISODE #

1014-155

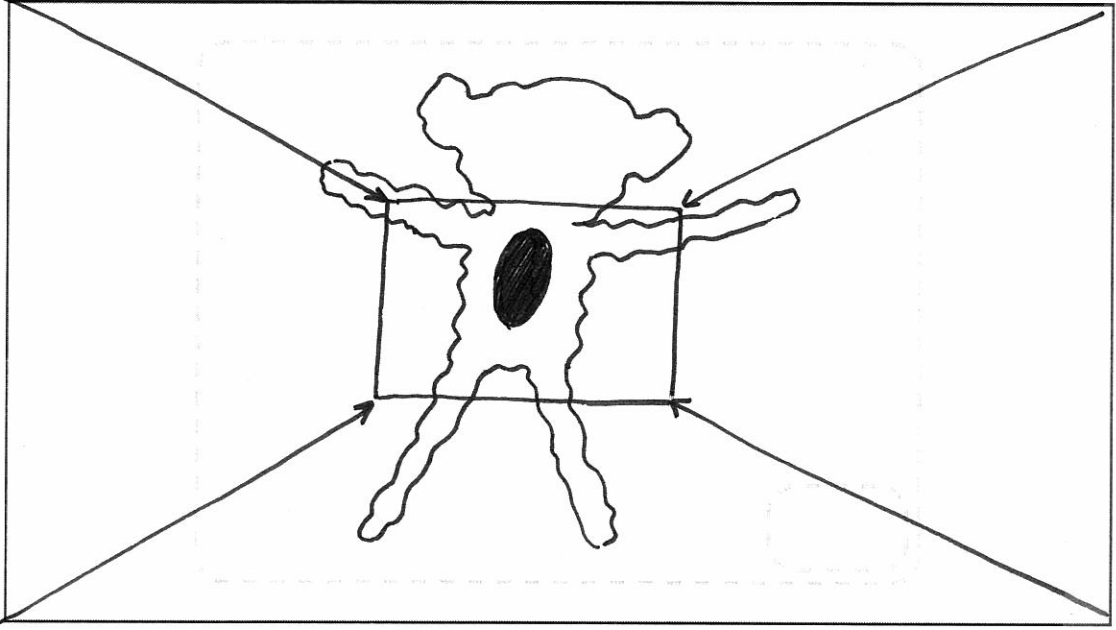
Production :

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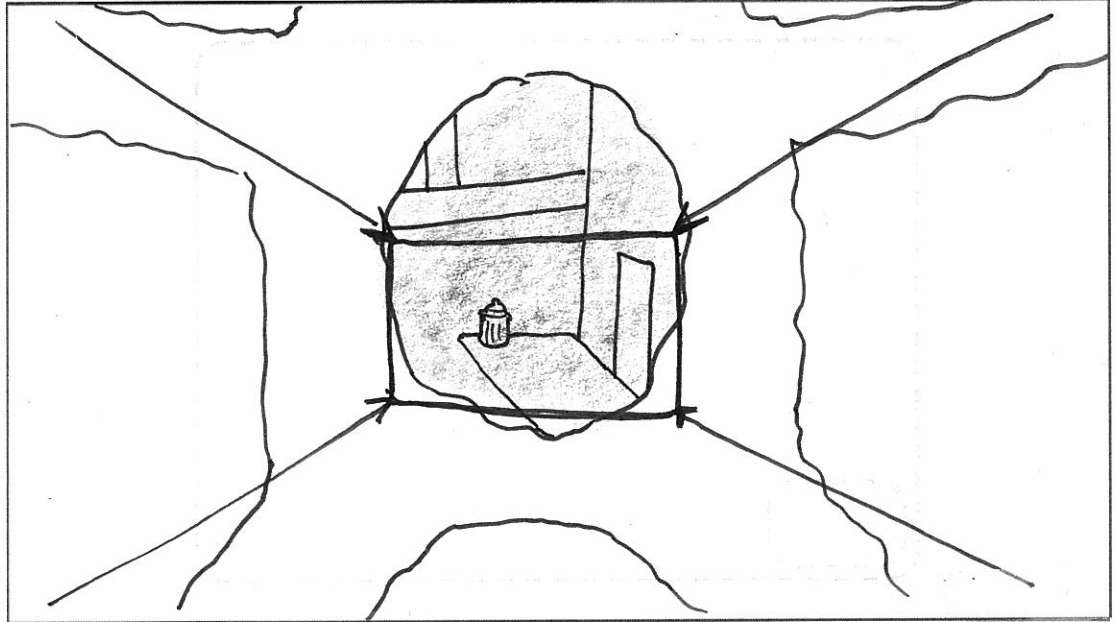
ADVENTURE TIME



Sc. 125 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:
Action: hole opens . zoom in to darkened street in the past
Timing:

Production :  
EPISODE #  
1014-155

ADVENTURE TIME

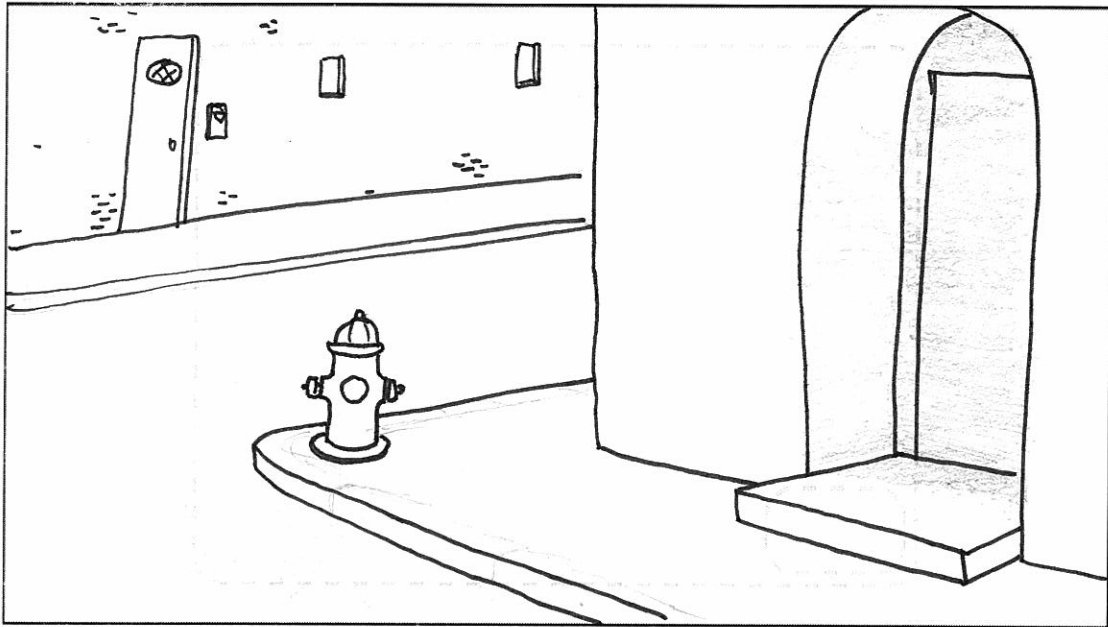


Sc. 125

Pnl. E

Bg.

day night

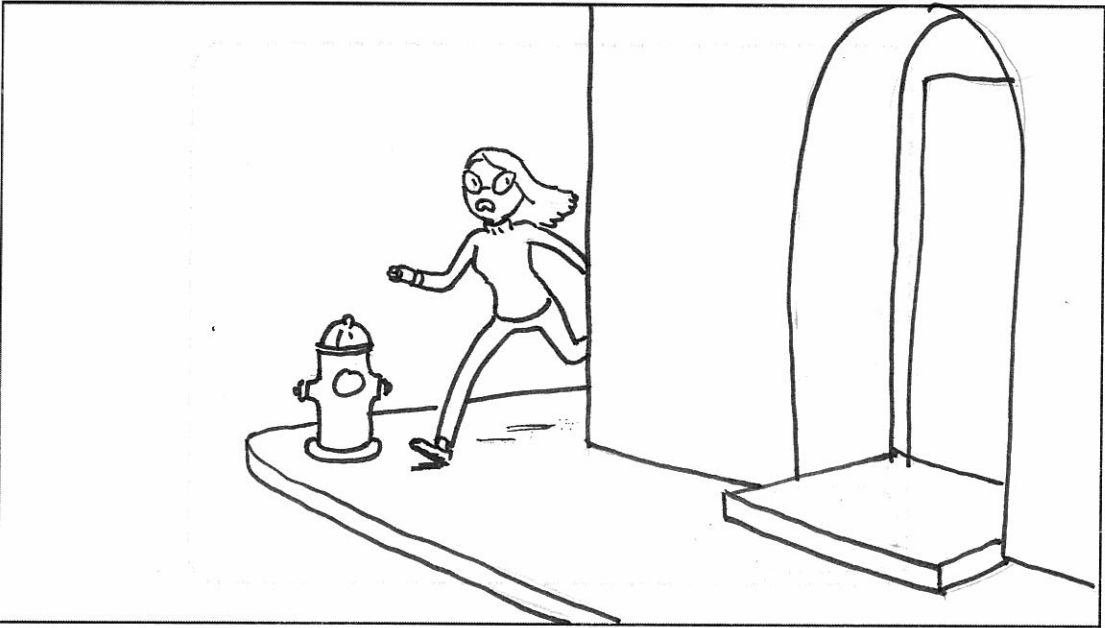


Sc.

Pnl. F

Bg.

day night



Dialog:

(os) zap!      ≡ running footsteps      ~~~~~> ≡  
(ice king sfx)

Action:

Betty runs around corner

Timing:

EPISODE #

Production :

1014-155

# ADVENTURE TIME



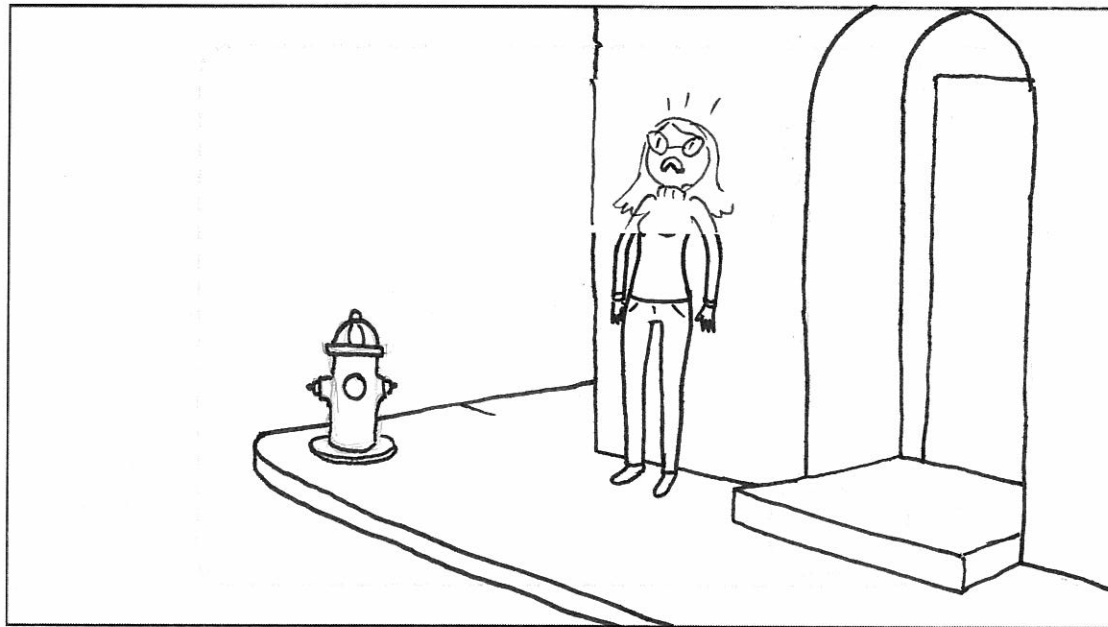
Page 120

Sc. 125

Pnl. 6

Bg.

day night

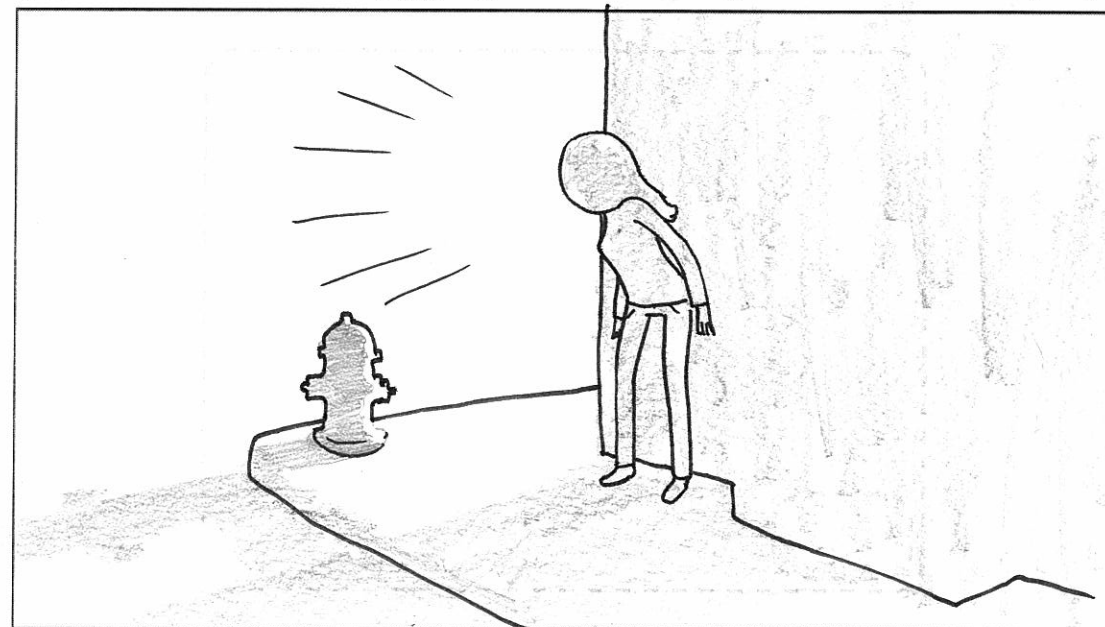


Sc.

Pnl. 4

Bg.

day night



Dialog:

sfx ZAP!

Action:

Betty presses herself against the wall

Timing:

EPISODE #

1014-155

Production :

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# ADVENTURE TIME



Page 121

Sc. 126

Pnl. A

Bg.

day night

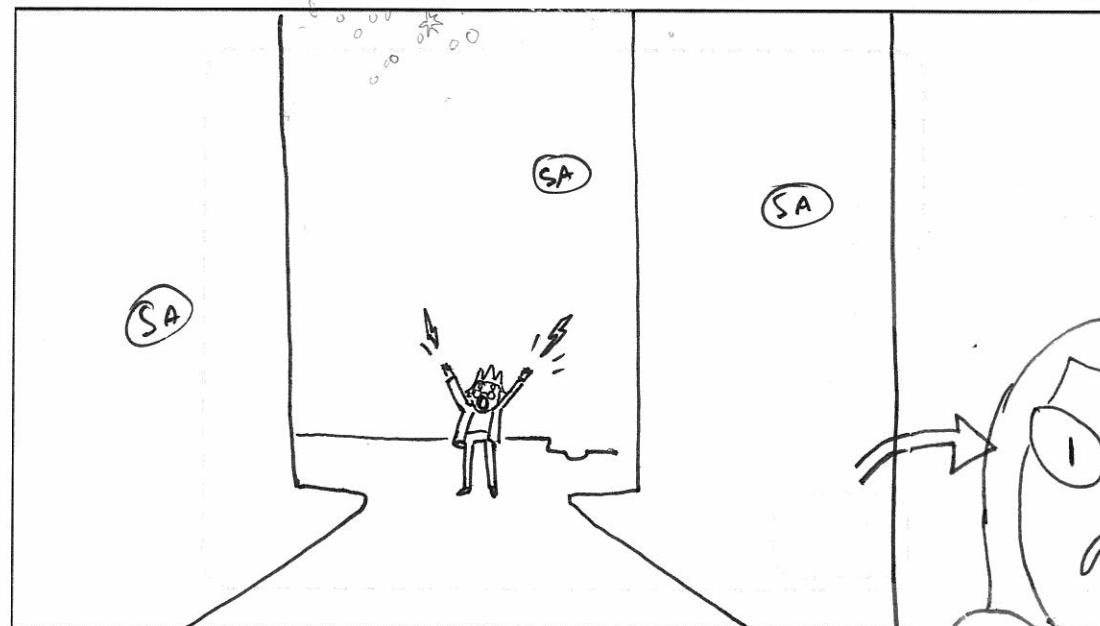


Sc.

Pnl. B

Bg.

day night



Dialog:

IK/SIMON

Where's my Betty!

IK

Where's my Princess?!

Action:

simon/ ice king ice zap .

Timing:

Production :

ISSUE #

1014-155

# ADVENTURE TIME



Sc. 127

Pnl. A

Bg.

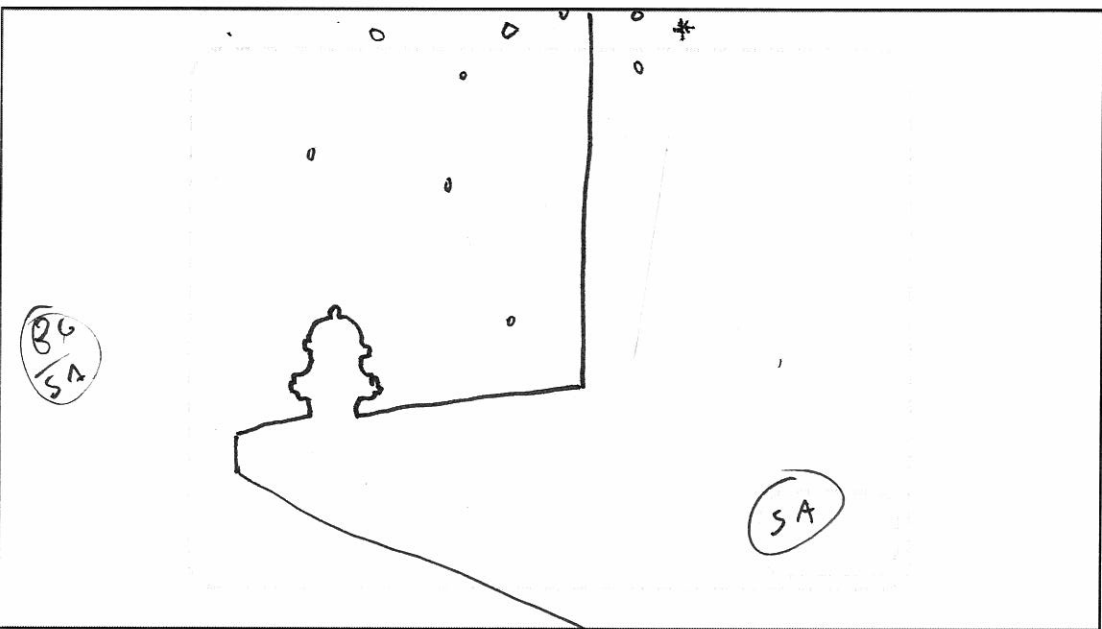
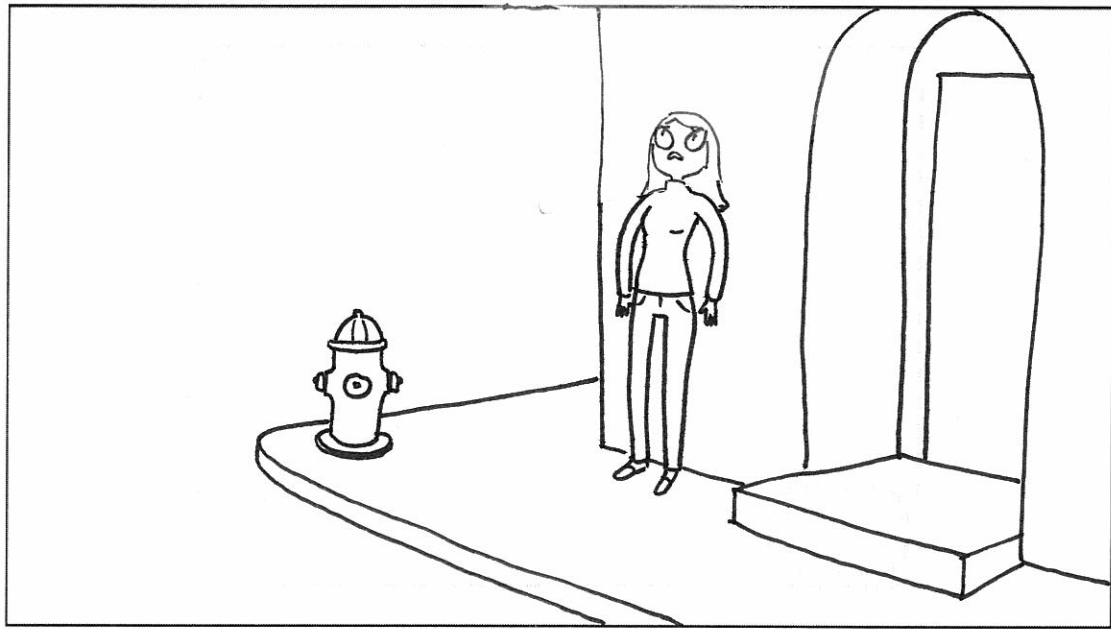
day night

Sc.

Pnl. B

Bg.

day night



Dialog:
Action: snow begins to fall
Timing:

EPISODE #

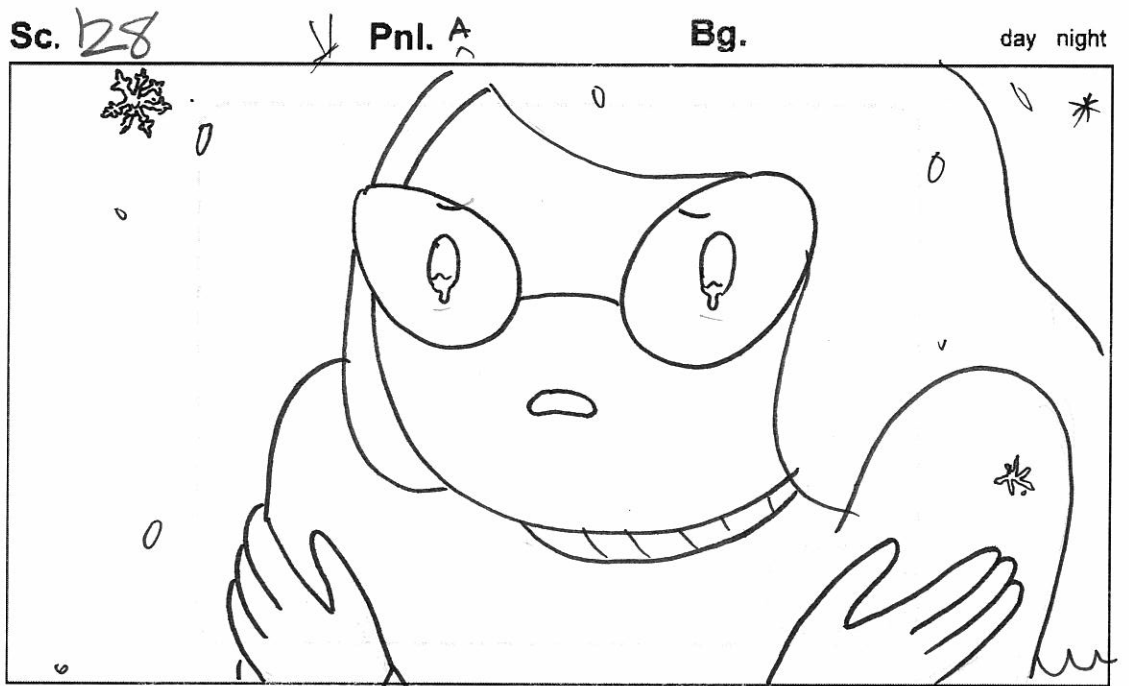
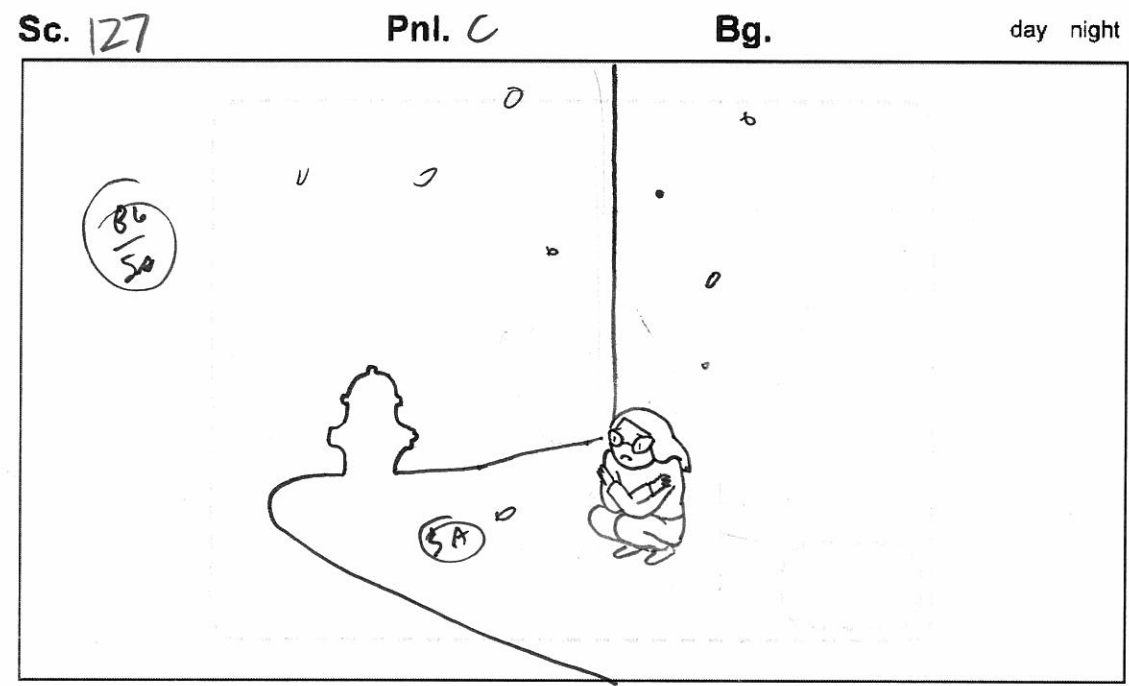
Production :


1014-155



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ADVENTURE TIME



Dialog:	
(K) (os) PRINCESSSSSSS !!!	(B) ① Simon... ② don't leave me like this...
Action:	 Betty closes her eyes one tear trickles down
Timing:	

EPISODE #

1014-155

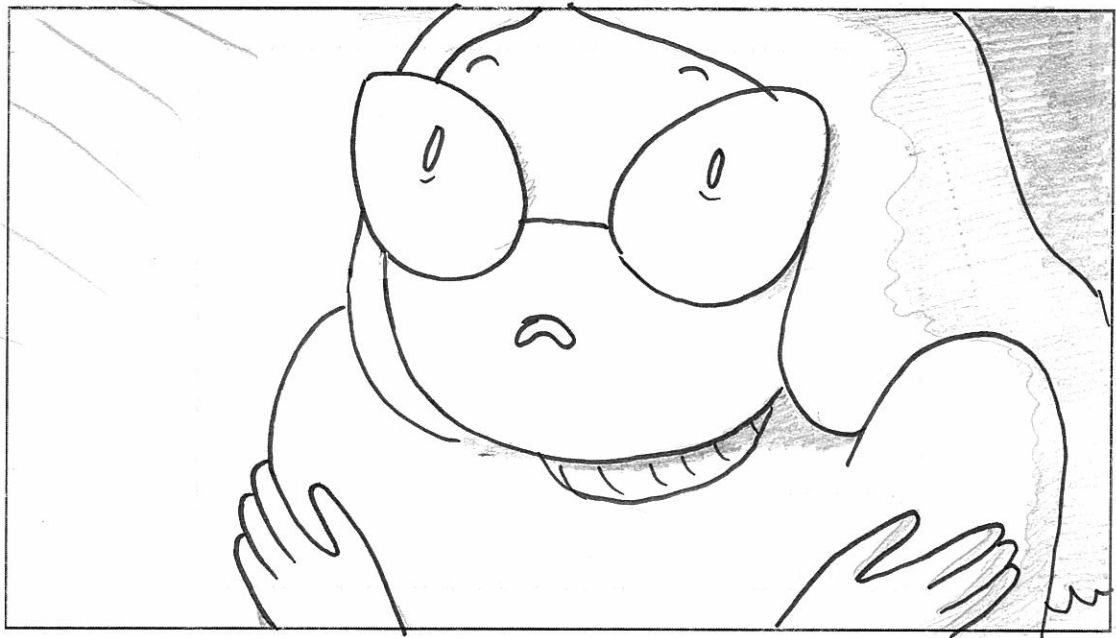
Production :

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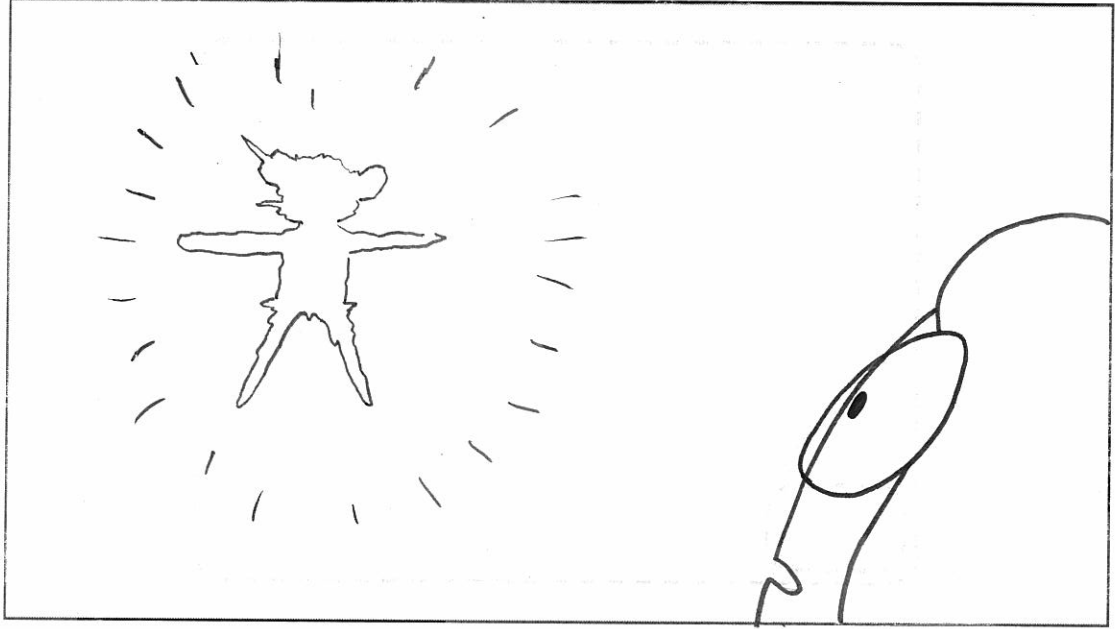
ADVENTURE TIME



Sc. 128 Pnl. B Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:	
⑤ (os) Betty -	⑤ B ~~~~~ (voice distant, echo chamber-y)
Action:	radiant window of light appears in the shape of hambo
Timing:	

EPISODE # 1014-155  
Production :

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# ADVENTURE TIME

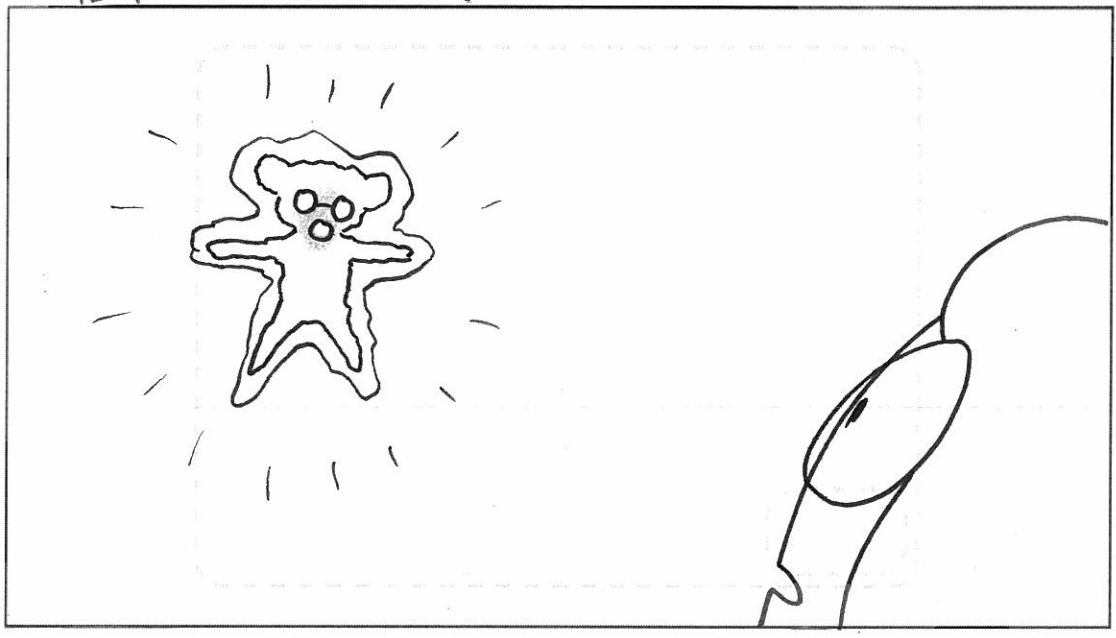


Sc. 129

Pnl. 8

Bg.

day night

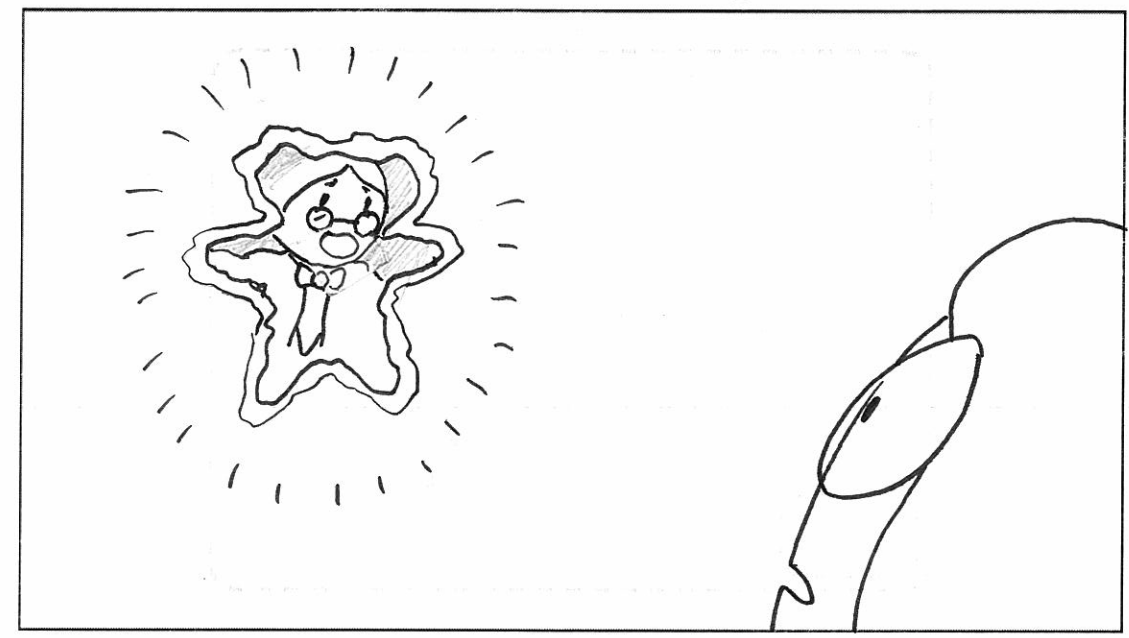


Sc.

Pnl. C

Bg.

day night



Dialog:	(5) Betty!
Action:	
Timing:	

EPISODE #

Production :

1014-155

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ADVENTURE TIME

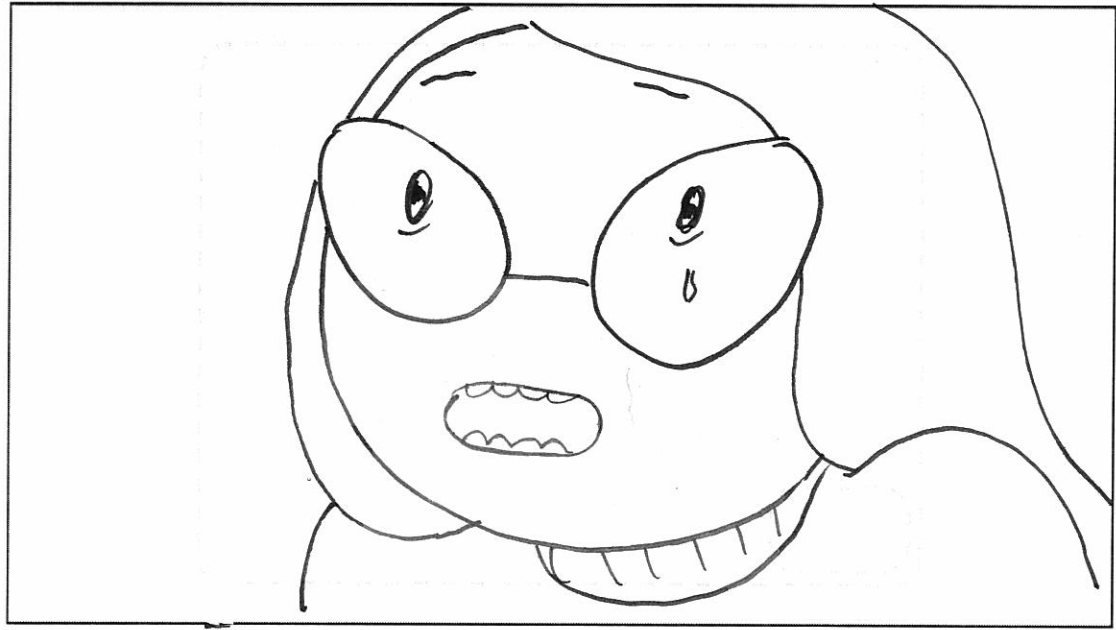


Sc. 130

Pnl. A

Bg.

day night

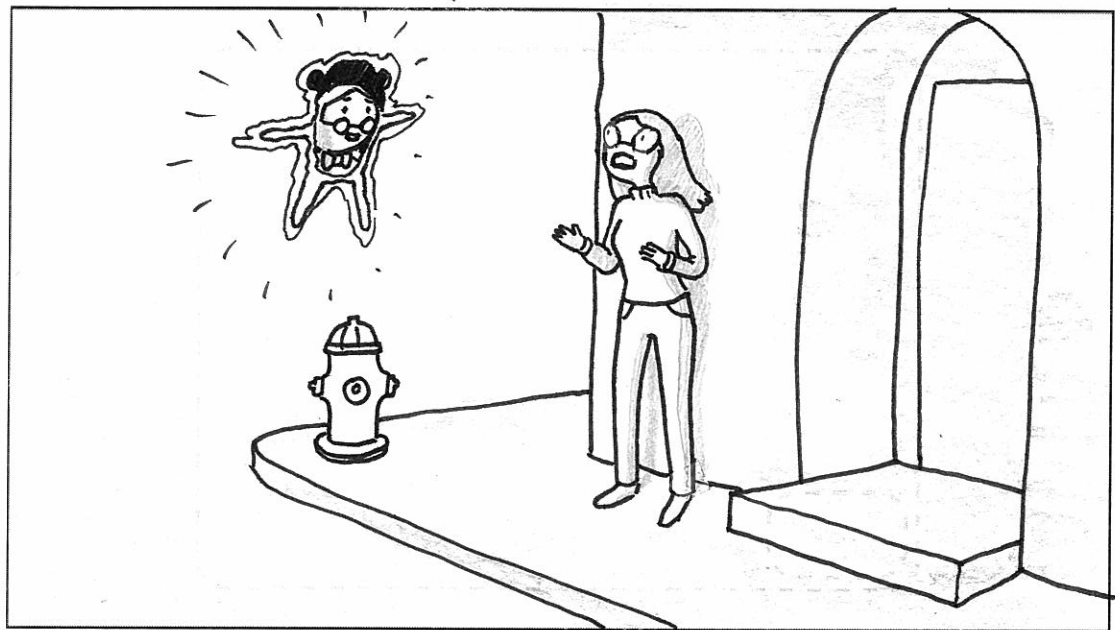


Sc. 131

Pnl. A

Bg.

day night



Dialog:

⑧ Simon ?!!

⑧ What is going on?

Action:

Timing:

EPISODE #

1014-155

Production :

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ADVENTURE TIME

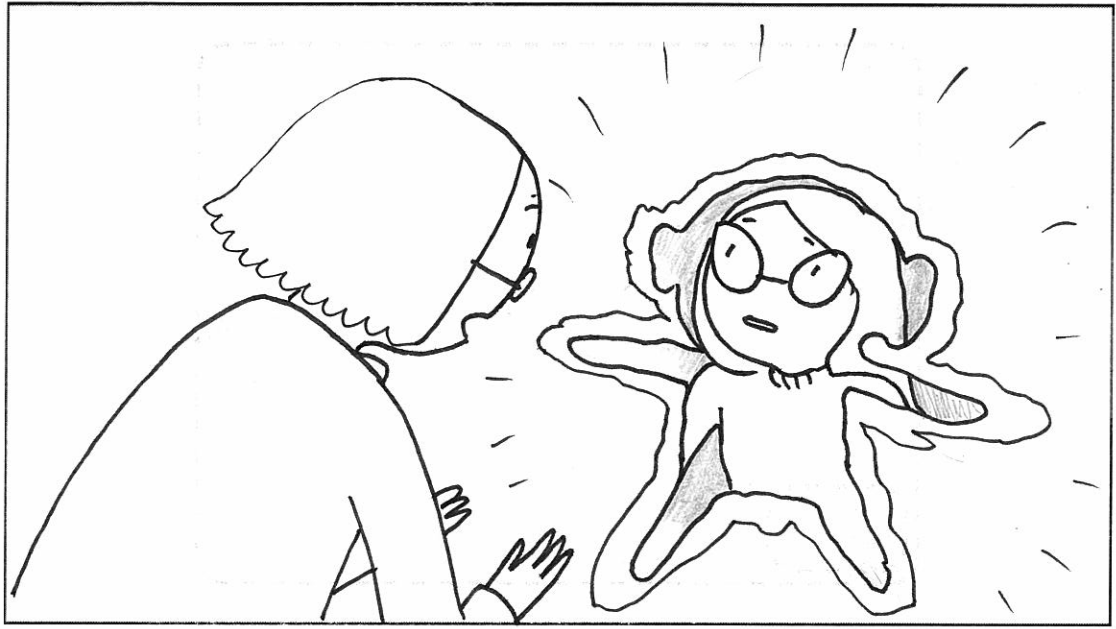


Sc. 132

Pnl. A

Bg.

day night

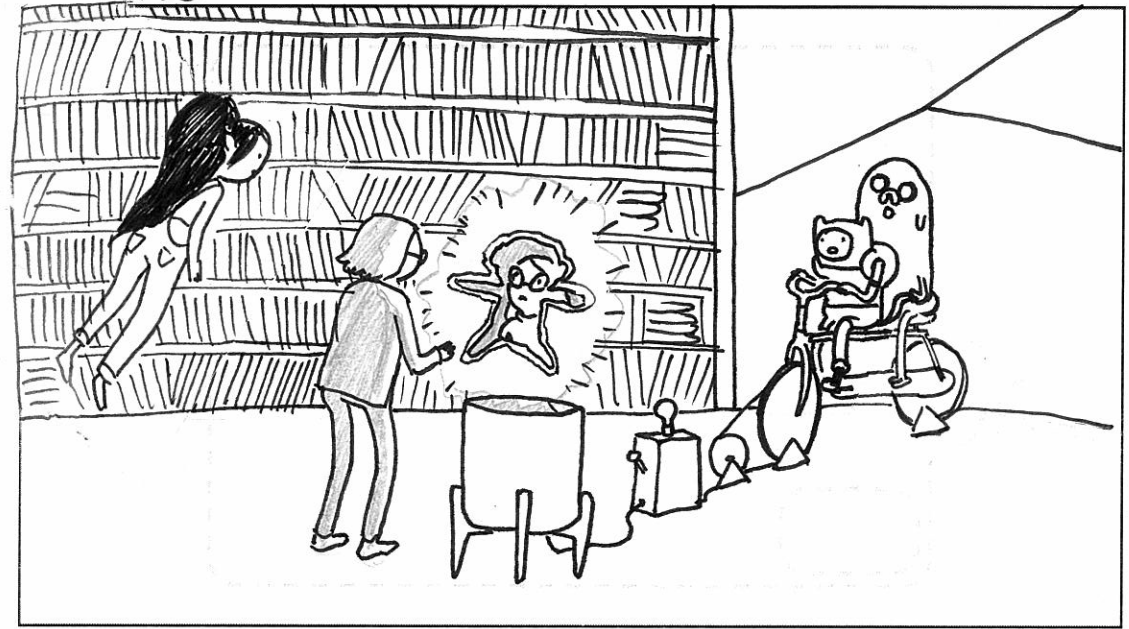


Sc. 133

Pnl. A

Bg.

day night



Dialog:

(S) I'm a thousand years in the future, love! (S) I opened this portal so we could say goodbye.

Action:

~~flash~~

Portal floats above cauldron like 2-d window  
halo of light surrounds it.

Timing:

EPISODE #

1014-155

Production :

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ADVENTURE TIME

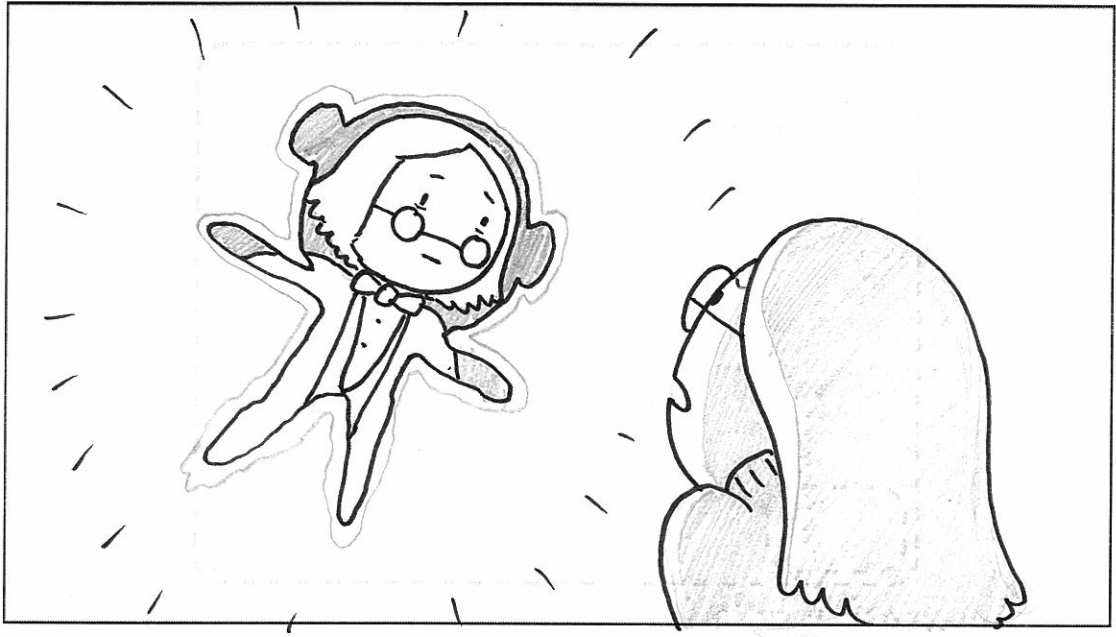


Sc. 134

Pnl. A

Bg.

day night

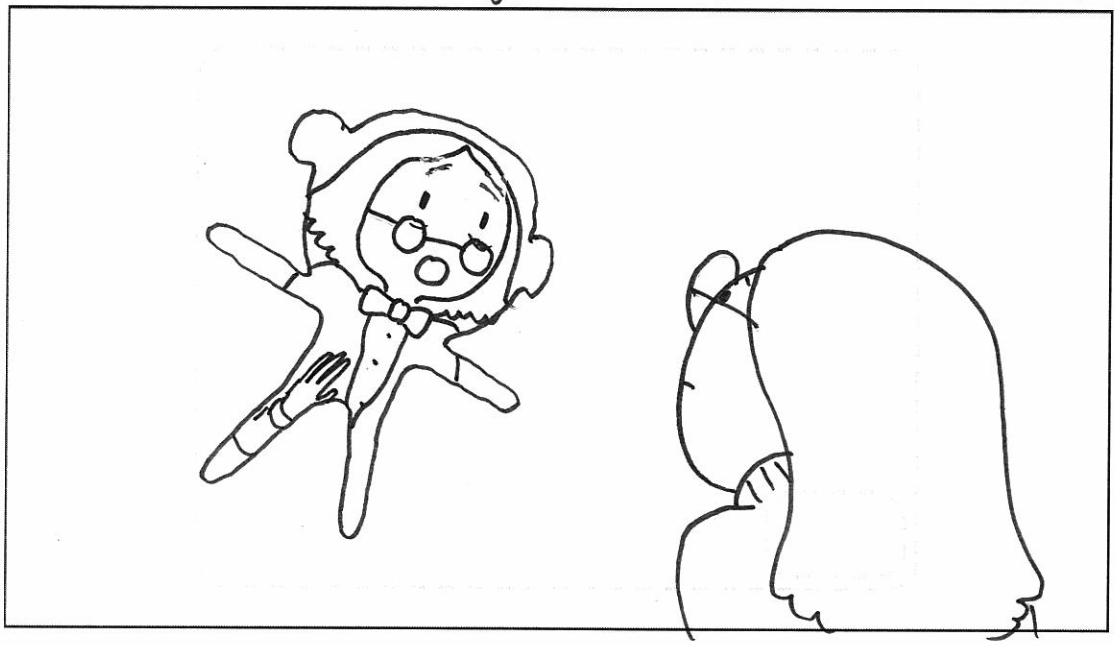


Sc.

Pnl. 8

Bg.

day night



Dialo

⑧ GOODBYE..! you're Dumping me??

⑤ NO! it's just that every thing changed after I put on that crown

Action:

Timing:



EPISODE #

1014-155

Production :

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ADVENTURE TIME

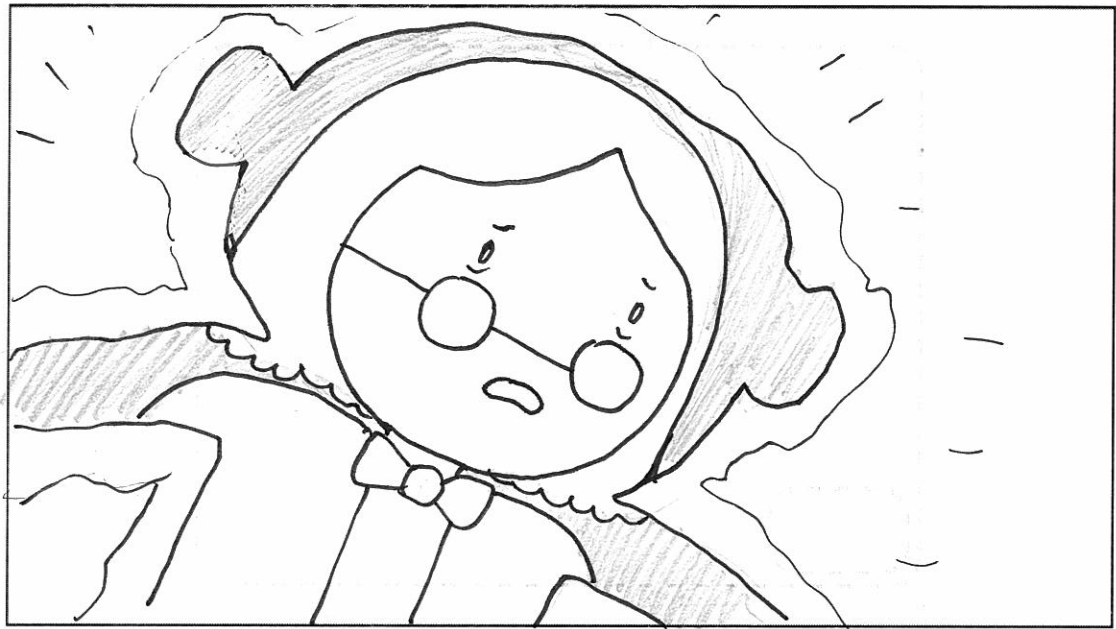


Sc. 135

Pnl. A

Bg.

day night

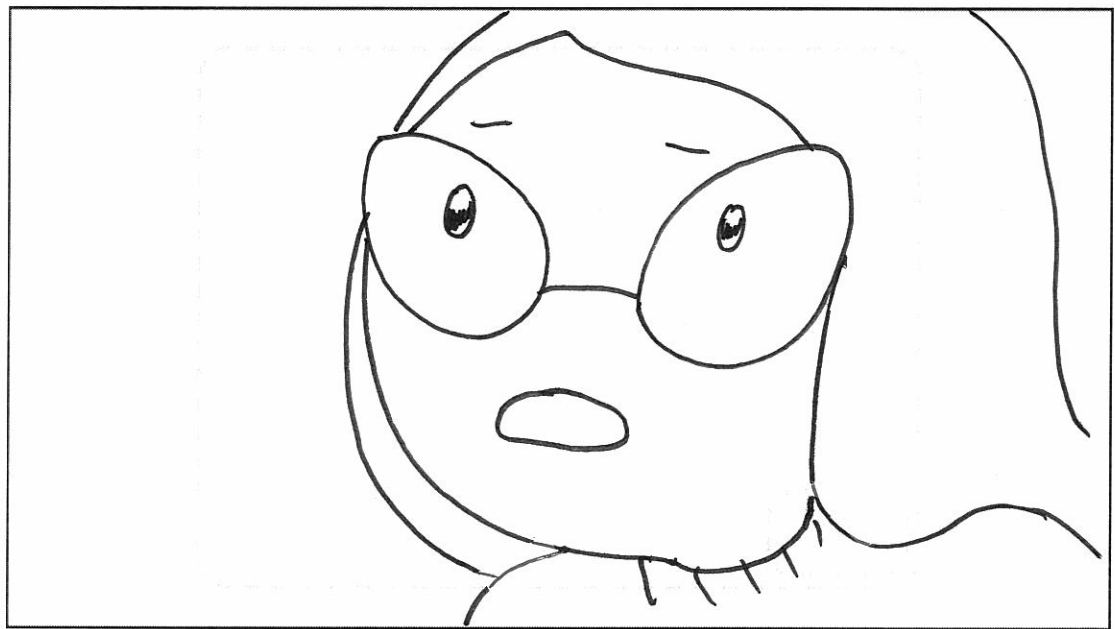


Sc. 136

Pnl. A

Bg.

day night



DI ③ I went crazy. You ran away. ② I never saw you again. ③ BUT.. Where would I go without you?

Action:



Timing:

EPISODE #

1014-155

Production :



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# ADVENTURE TIME



Page 130

Sc. 137

Pnl. A

Bg.

day night

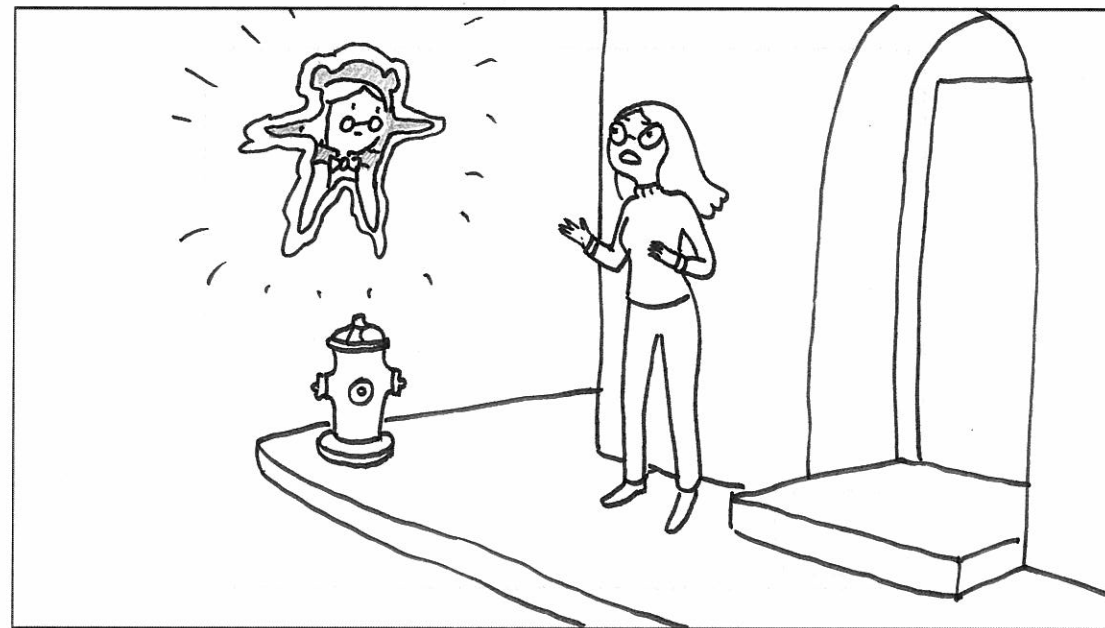


Sc. 138

Pnl. A

Bg.

day night



Dialog:

(5) I'll never know.

(8) I don't understand, you don't seem crazy now!

Action:

Timing:

EPISODE #

1014-155

Production :

ADVENTURE TIME



Sc. 138

Pnl. B

Bg.

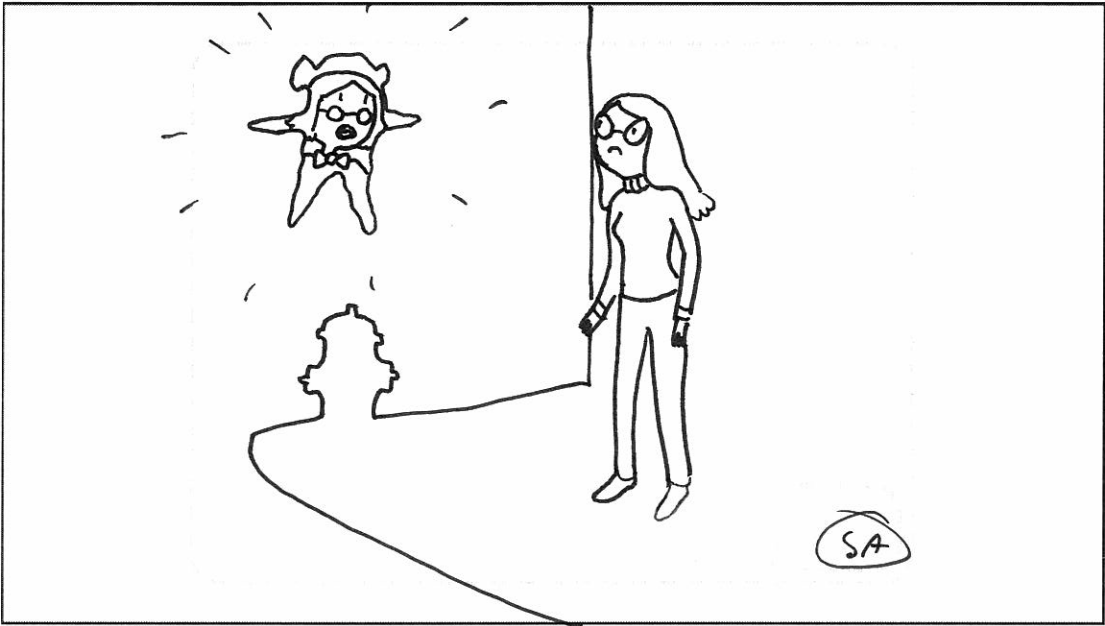
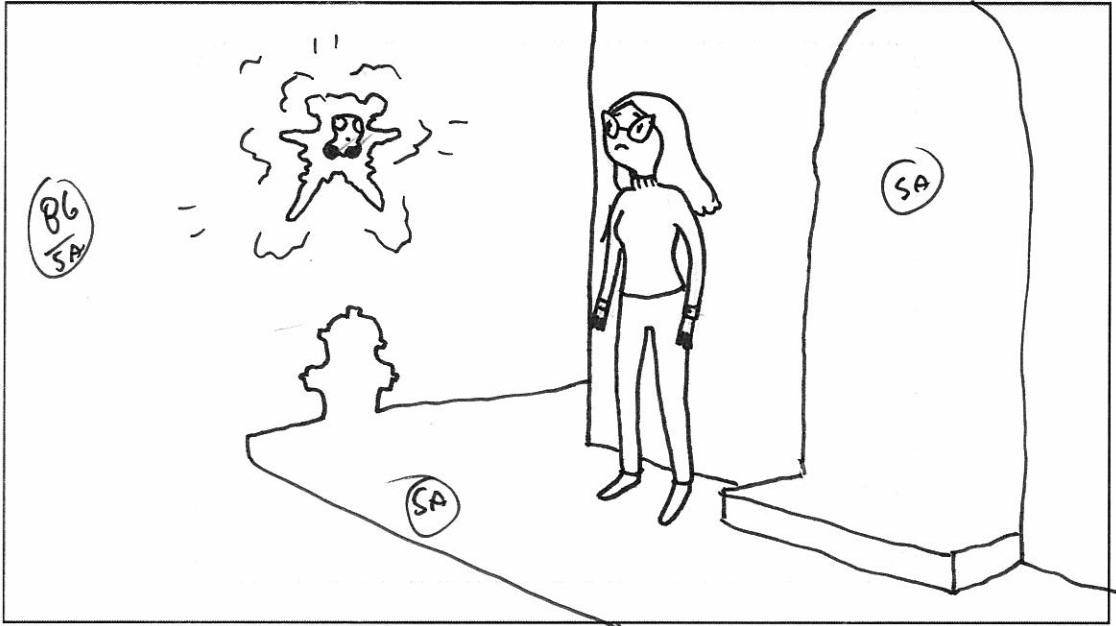
day night

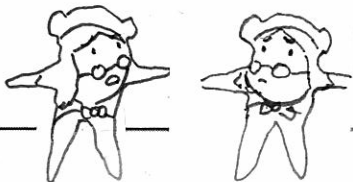
Sc.

Pnl. C

Bg.

day night



Dialog:	SFX (BZZZ ip Bip-!)		⑤ The portal is closing - there's no time to explain	
Action:	portal quivers, gets smaller, then goes back to previous size			
Timing:				

Production :

EPISODE #

1014-155

# ADVENTURE TIME



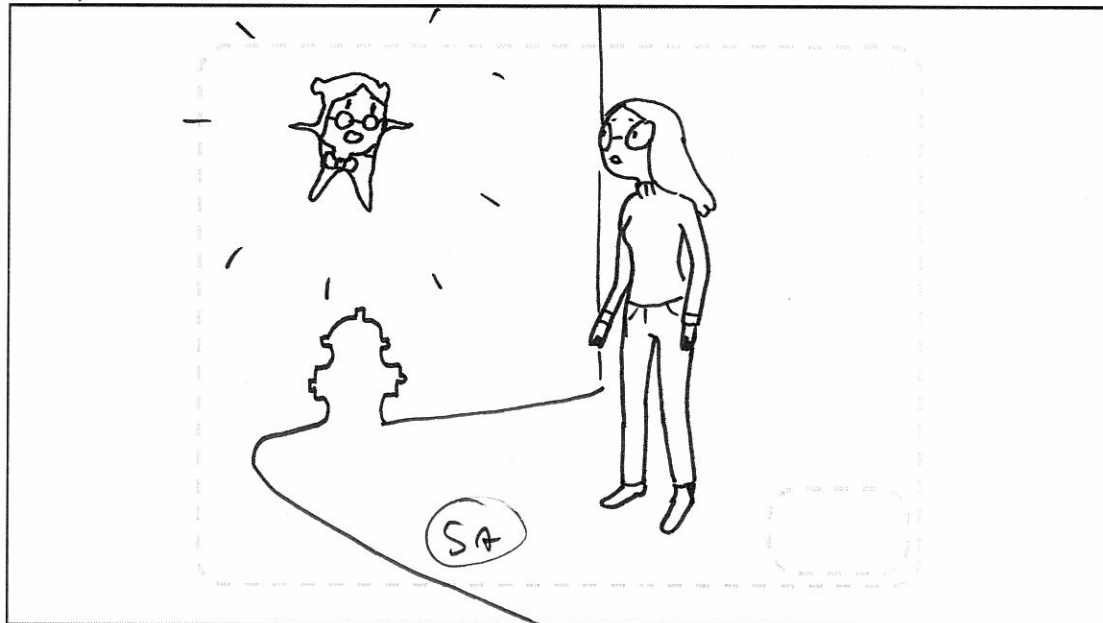
Page 132

Sc. 138

Pnl. D

Bg.

day night

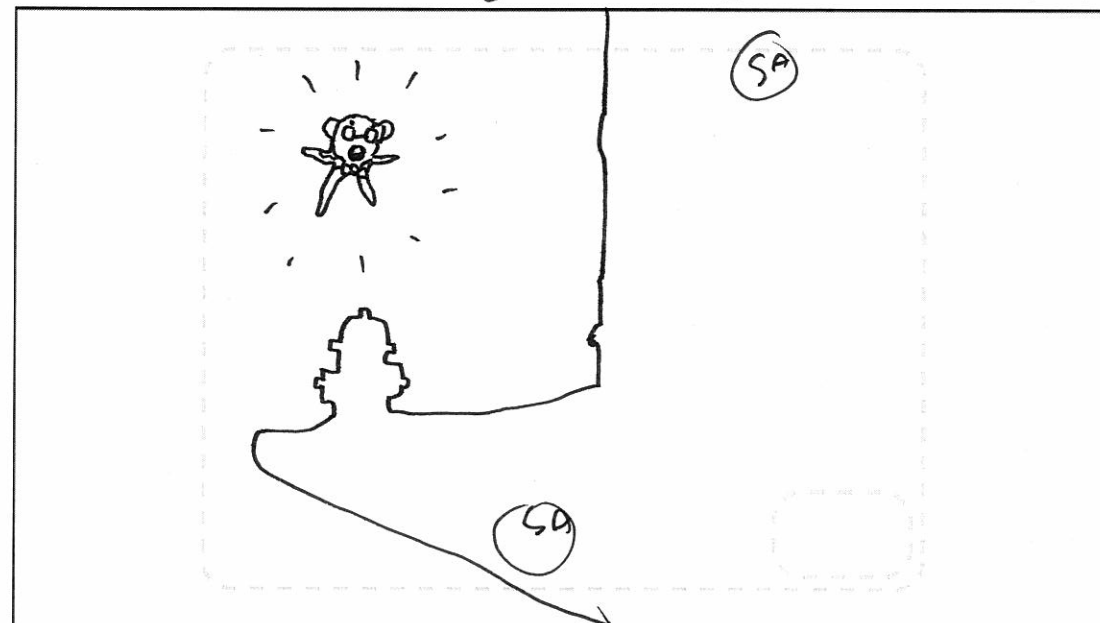


Sc.

Pnl. E

Bg.

day night



Dialog:

(S) Just know that I love you

(S) and I forgive you for leaving me

Action:

portal shrinking

Timing:

EPISODE #

1014-155

Production :

# ADVENTURE TIME



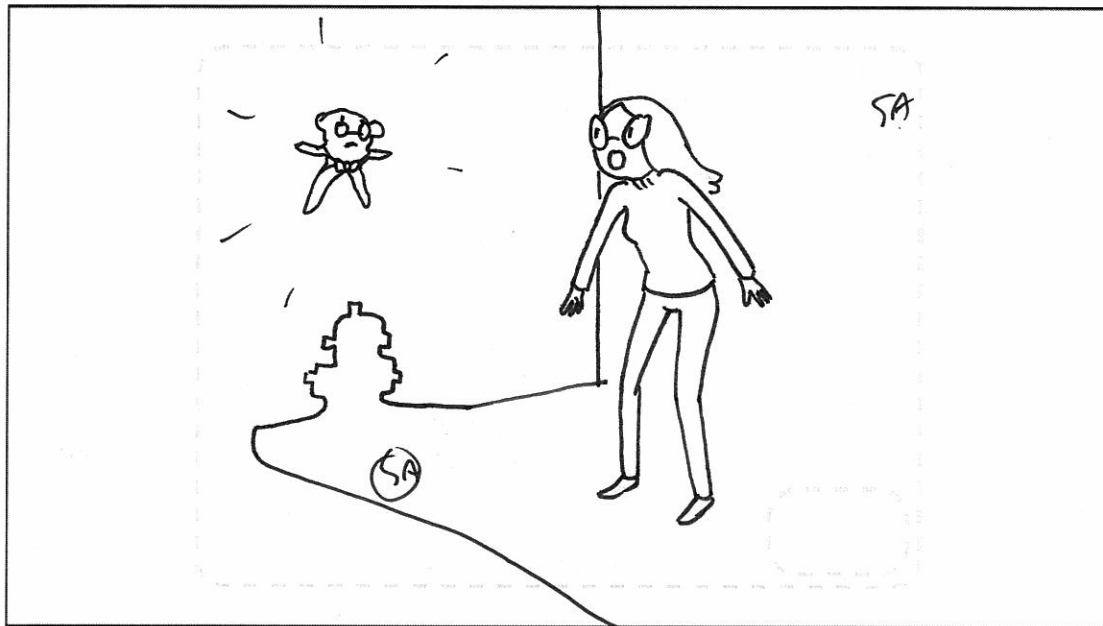
Page 133

Sc. 138

Pnl. F

Bg.

day night

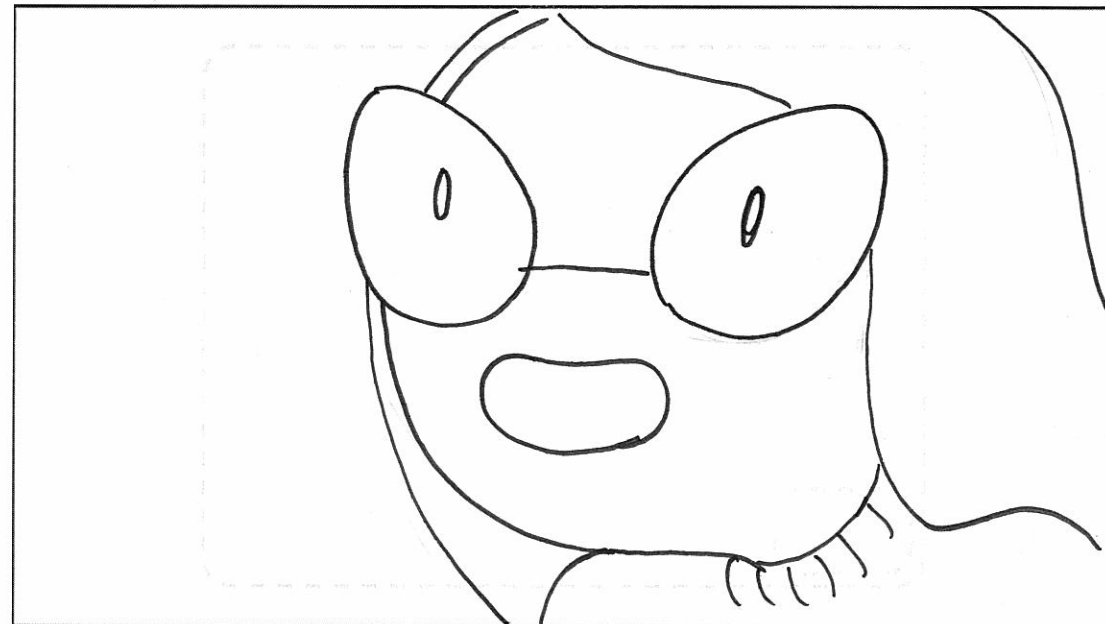


Sc. 139

Pnl. A

Bg.

day night



Dialog:

⑧ Simon!

⑧ I know who I'm leaving you for!

Action:

Timing:

EPISODE #

Production :

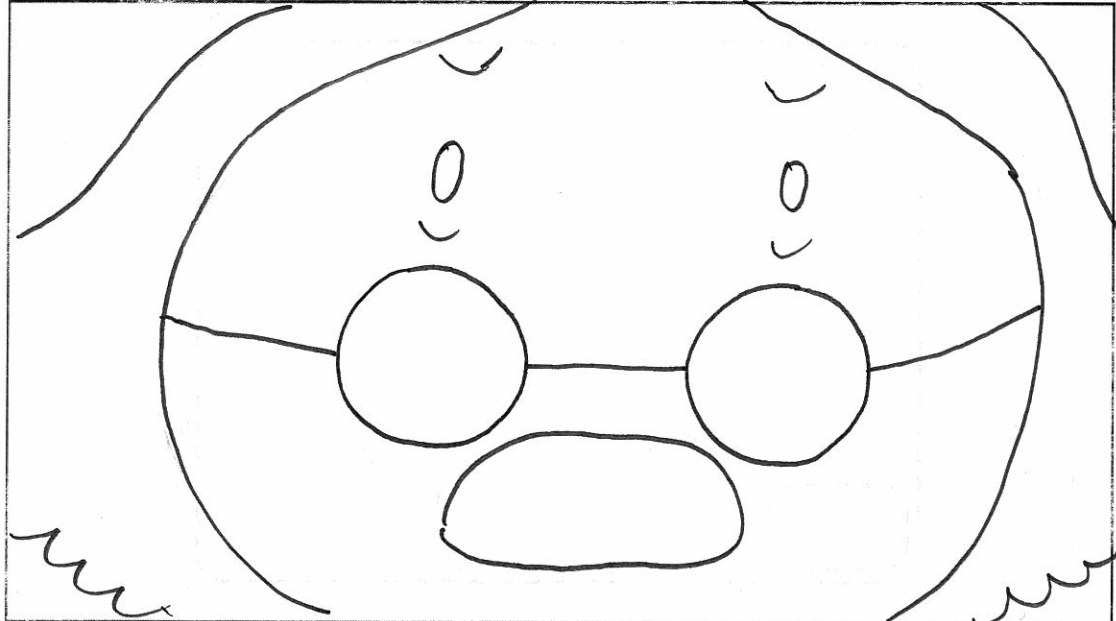
1014-155

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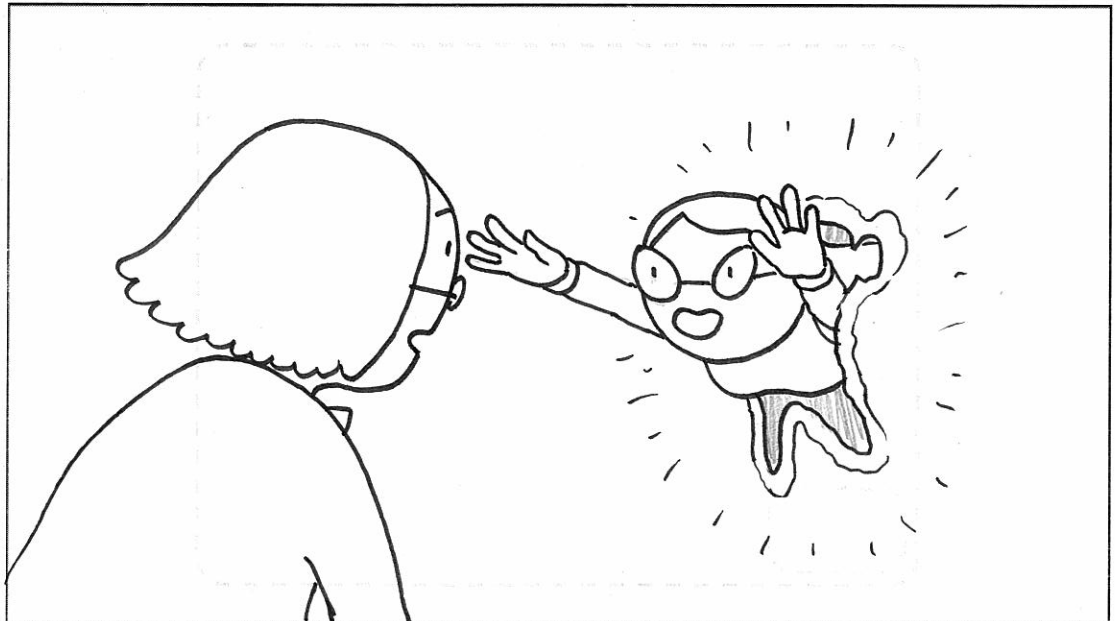
ADVENTURE TIME



Sc. 140 Pnl. A Bg. day night



Sc. 141 Pnl. A Bg. day night



Dialog:	
⑤ What? Who!!	⑥ <u>YOU</u> , Dum dum!
Action:	
Timing:	

Production :  
EPISODE #  
1014-155

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ADVENTURE TIME

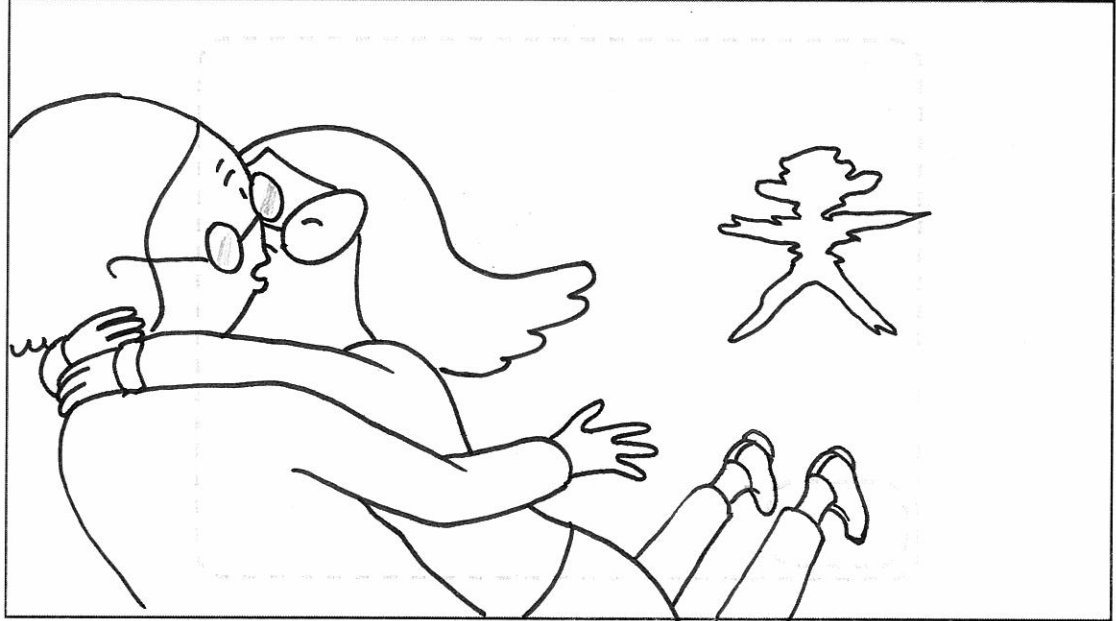


Sc. 141

Pnl. B

Bg.

day night

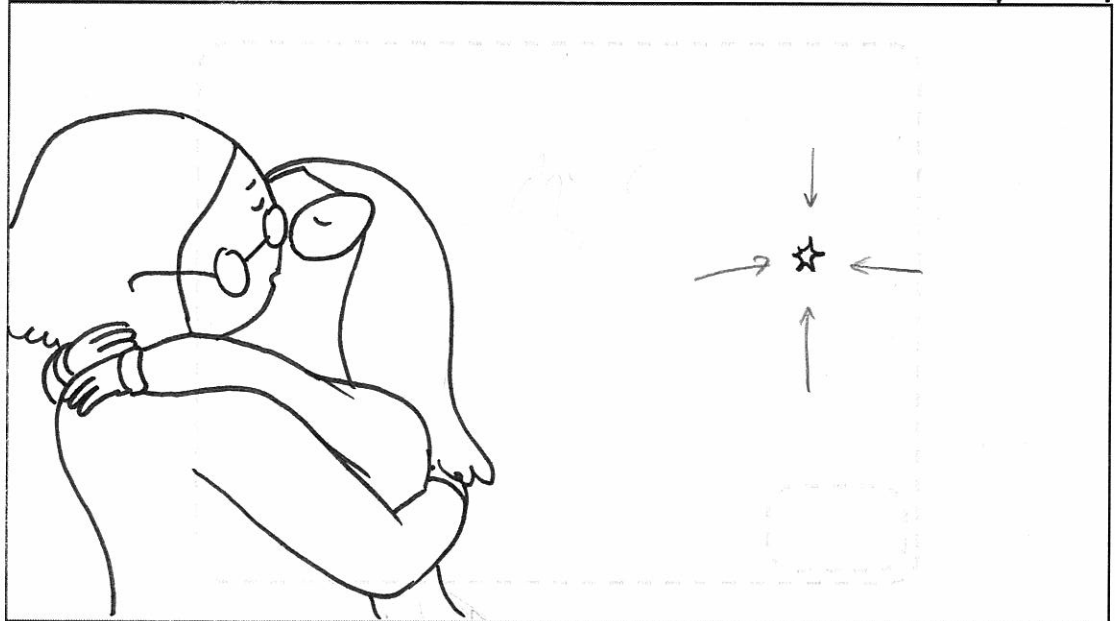


Sc.

Pnl. C

Bg.

{day night}



Dialog:
Action:
Timing:

EPISODE #  
Production :

1014-155

# ADVENTURE TIME



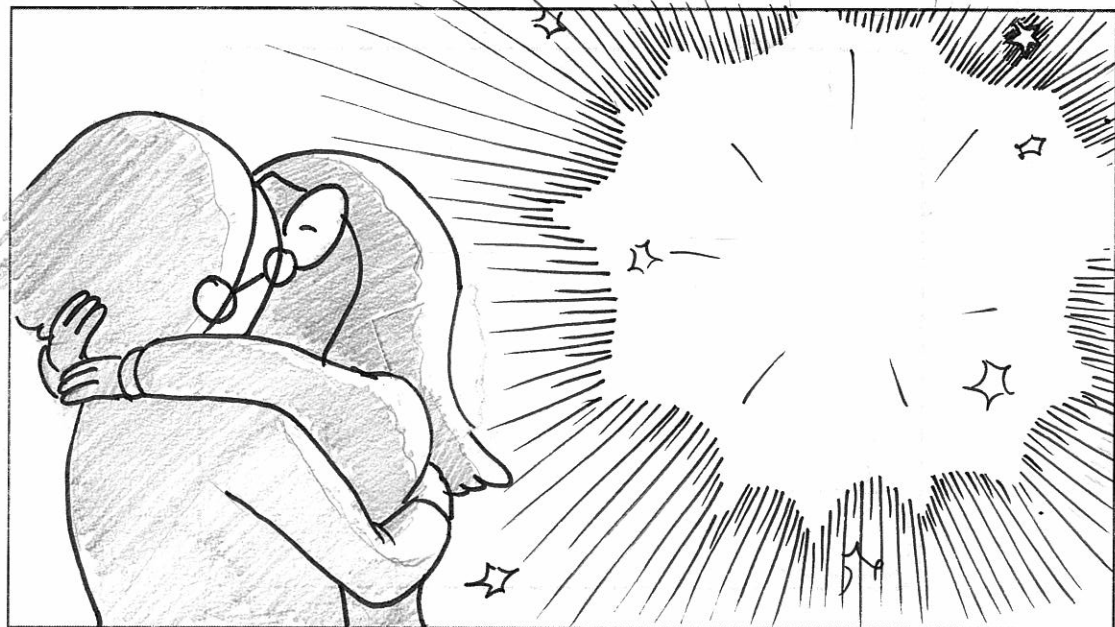
Page 136

Sc. 141

Pnl. D

Bg.

day night

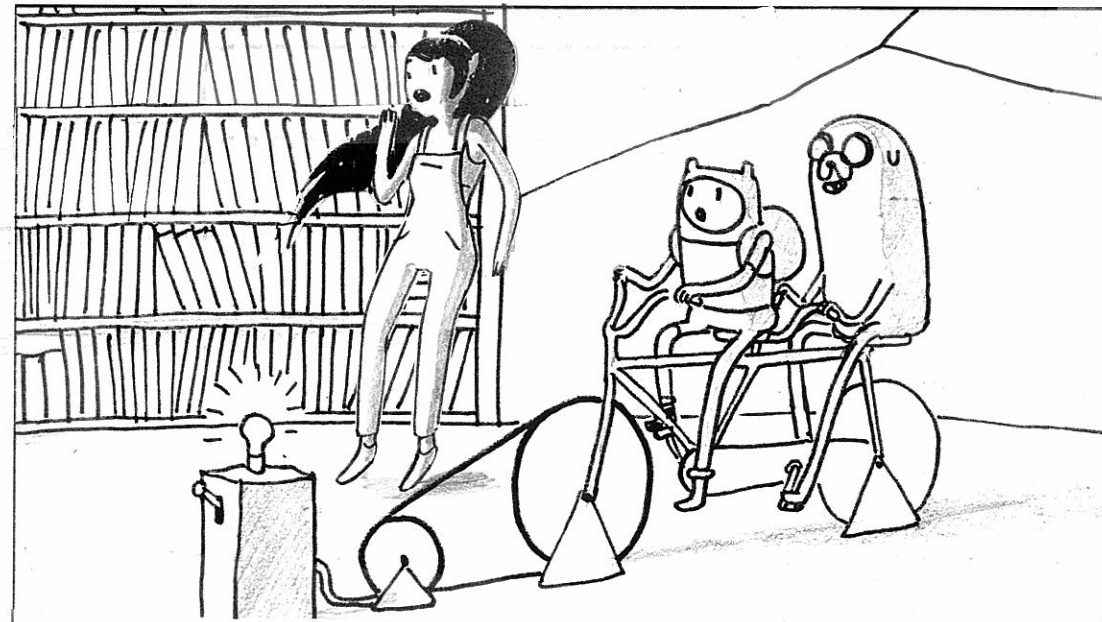


Sc. 142

Pnl. A

Bg.

day night



Dialog:

Action:

Portal closes and explodes

F, J, M

look on as the explosion lights  
the room

Timing:

EPISODE #

Production :

1014-155



ADVENTURE TIME

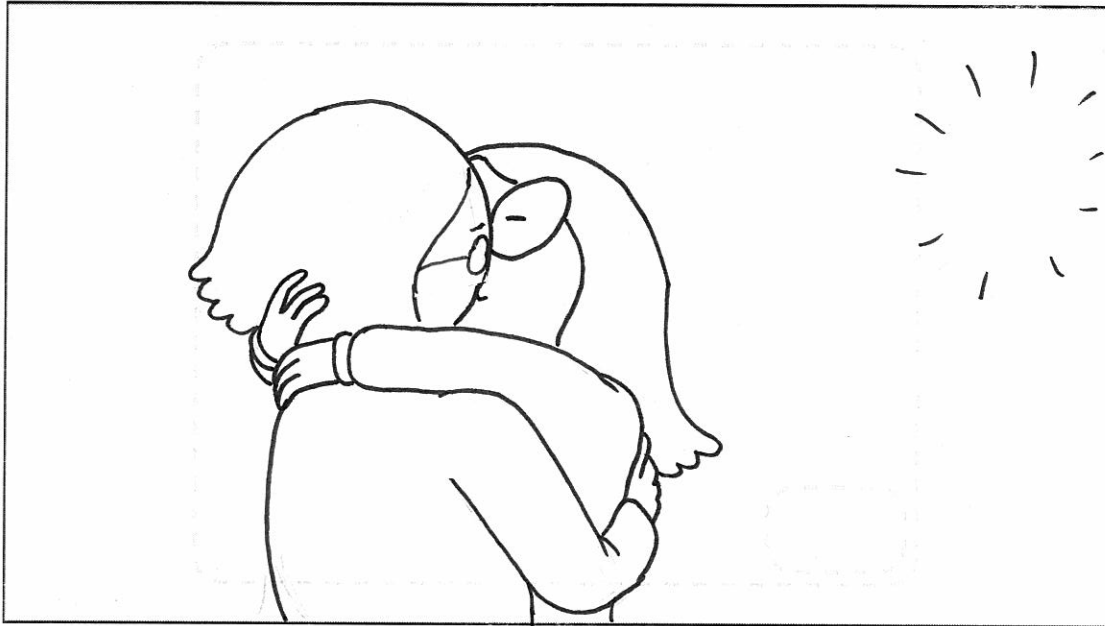


Sc. 143

Pnl. A

Bg.

day night

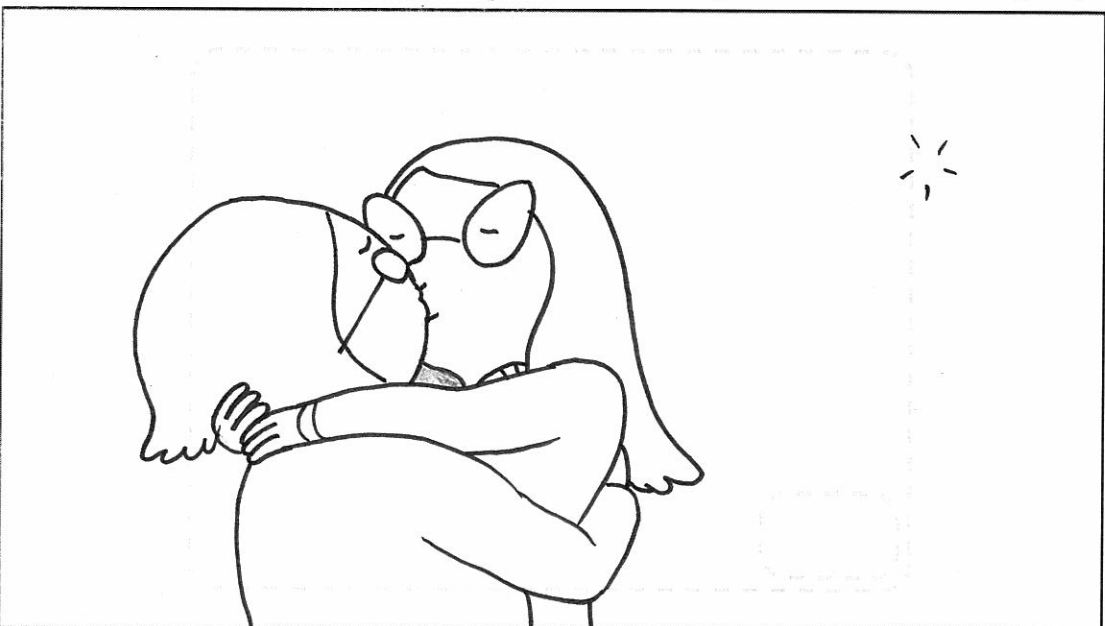


Sc.

Pnl. B

Bg.

day night



Dialog:	(sfx) (smooching) →
Action:	
Timing:	

Production : EPISODE #

1014-155

# ADVENTURE TIME



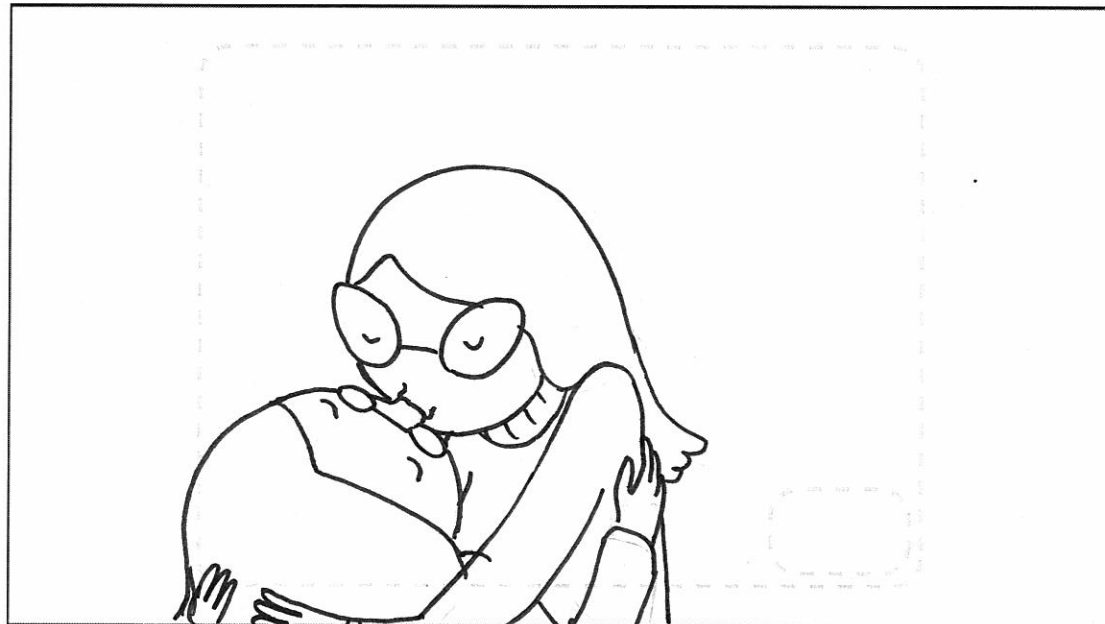
Page 138

Sc. 143

Pnl. C

Bg.

day night



Sc.

Pnl. D

Bg.

day night



Dialog:

(B) m m m

m m m ?

out

out

Action:

Simon goes slack and falls out of frame

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Sc. 144 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



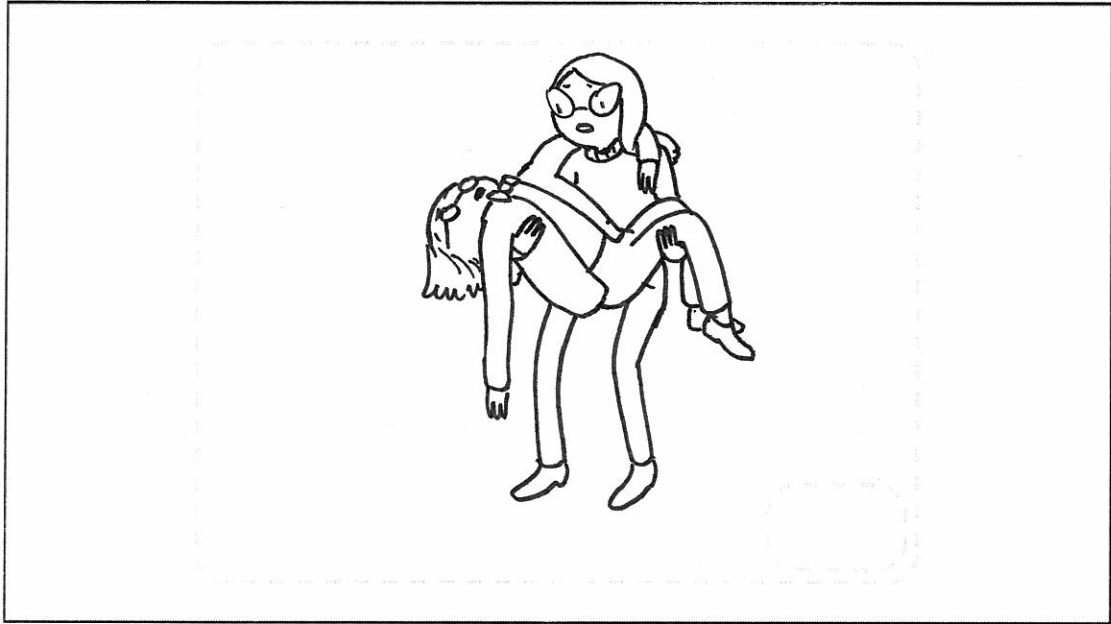
Dialog:	(B) Simon?
Action:	Betty picks up simon
Timing:	

1014-155  
EPISODE #  
Production :

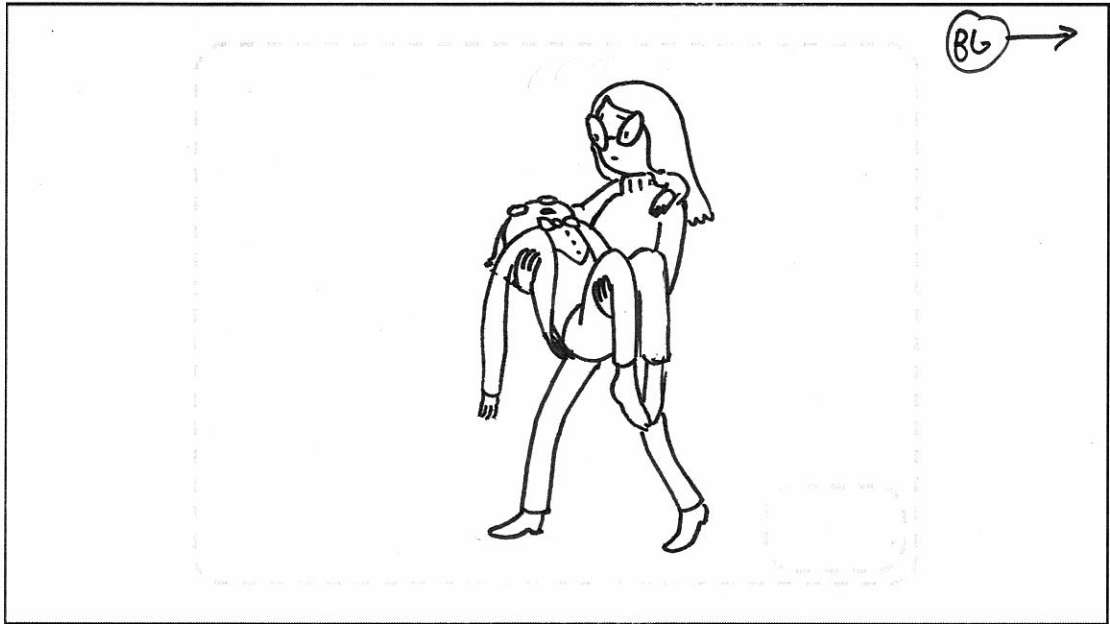
ADVENTURE TIME



Sc. 144 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE #

1014-155

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ADVENTURE TIME

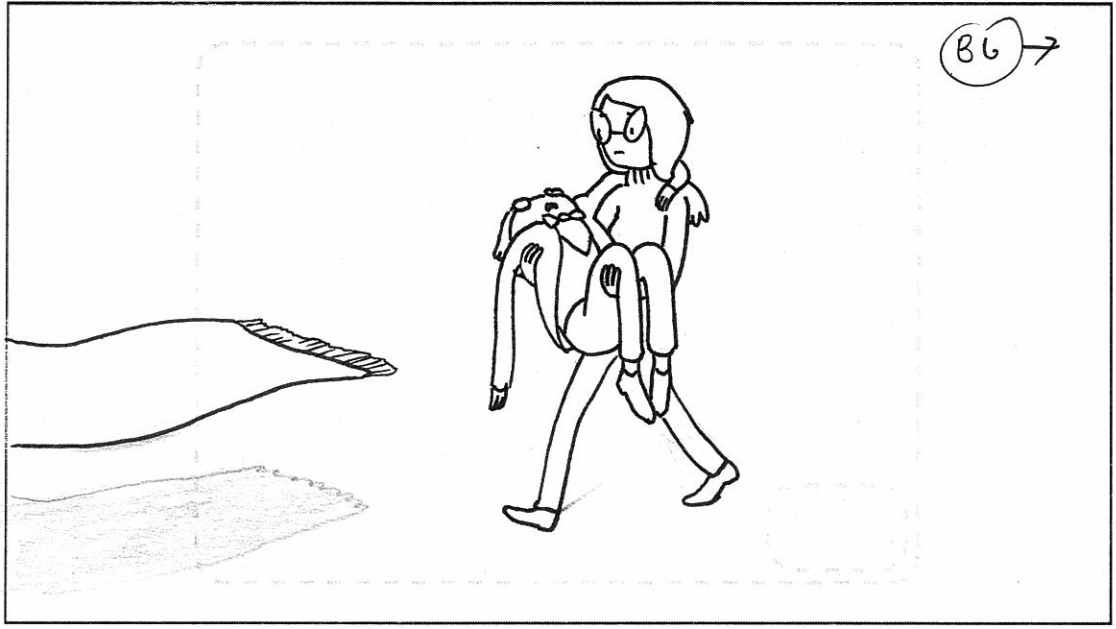


Sc. 144

Pnl. E

Bg.

day night

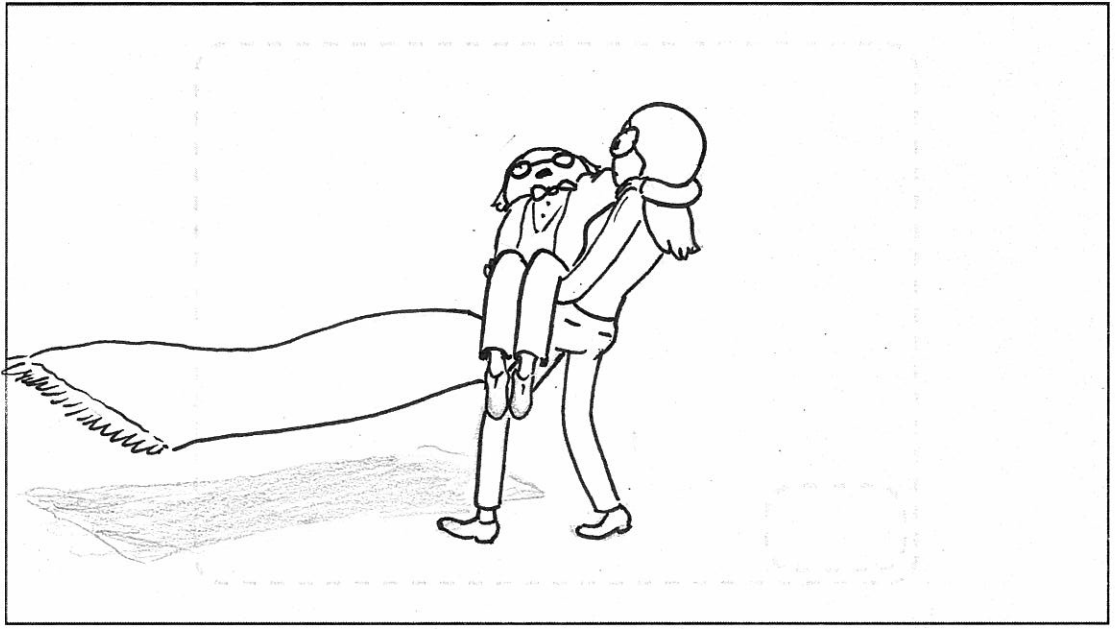


Sc.

Pnl. F

Bg.

day night



Dialog:
Action: Betty carries simon to magic carpet
Timing:

EPISODE #  
Production :

1014-155

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ADVENTURE TIME

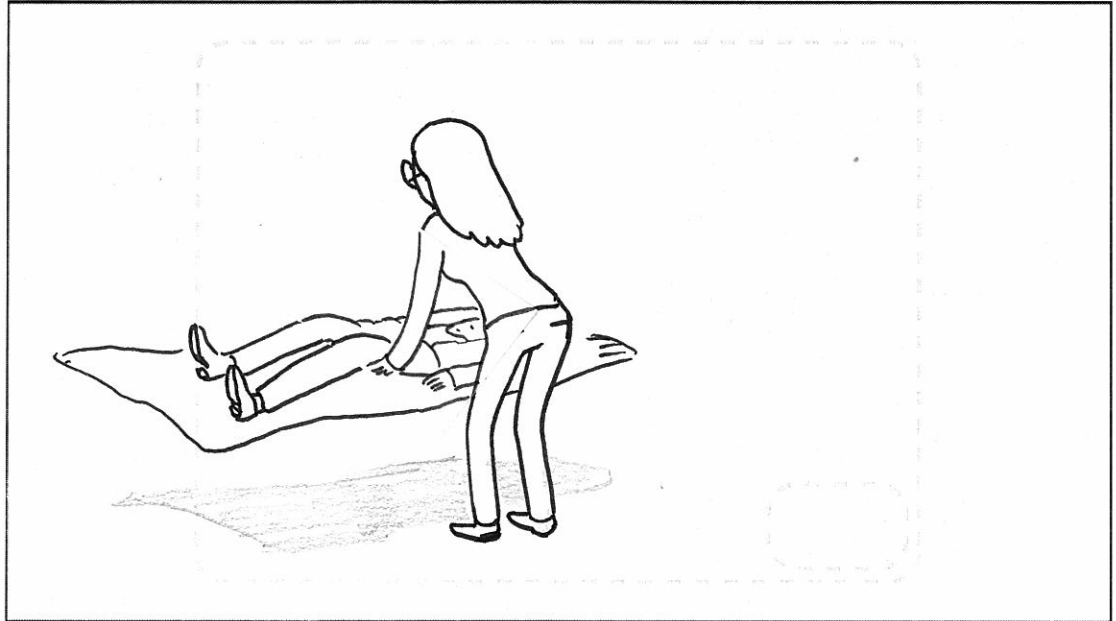


Sc. 144

Pnl. 6

Bg.

day night

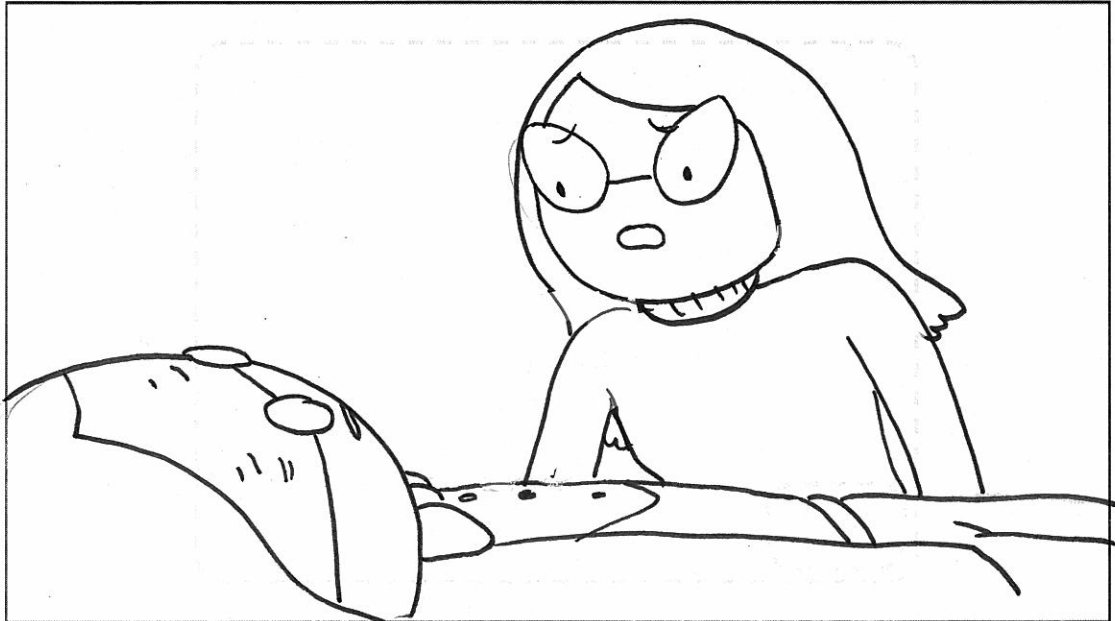


Sc. 145

Pnl. A

Bg.

day night



Dialog:

(B) What's wrong? Are you sick?!

Action:

Petty lays Simon down on carpet.

Timing:

Production :

EPISODE #

1014-155

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# ADVENTURE TIME

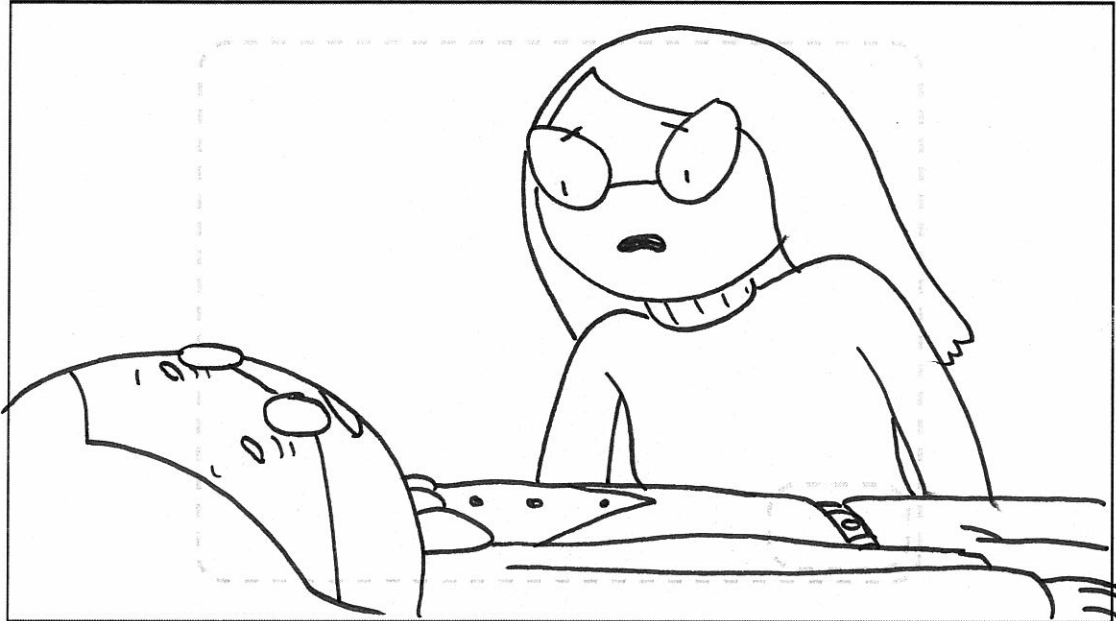


Sc. 145

Pnl. 8

Bg.

day night



Sc. 146

Pnl. A

Bg.

day night



Dialog:	⑤ No... I'm old	⑤ the crown was keeping me alive
Action:		
Timing:		

EPISODE # 1014-155  
Production :



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ADVENTURE TIME



Sc. 146

Pnl. B

Bg.

day night

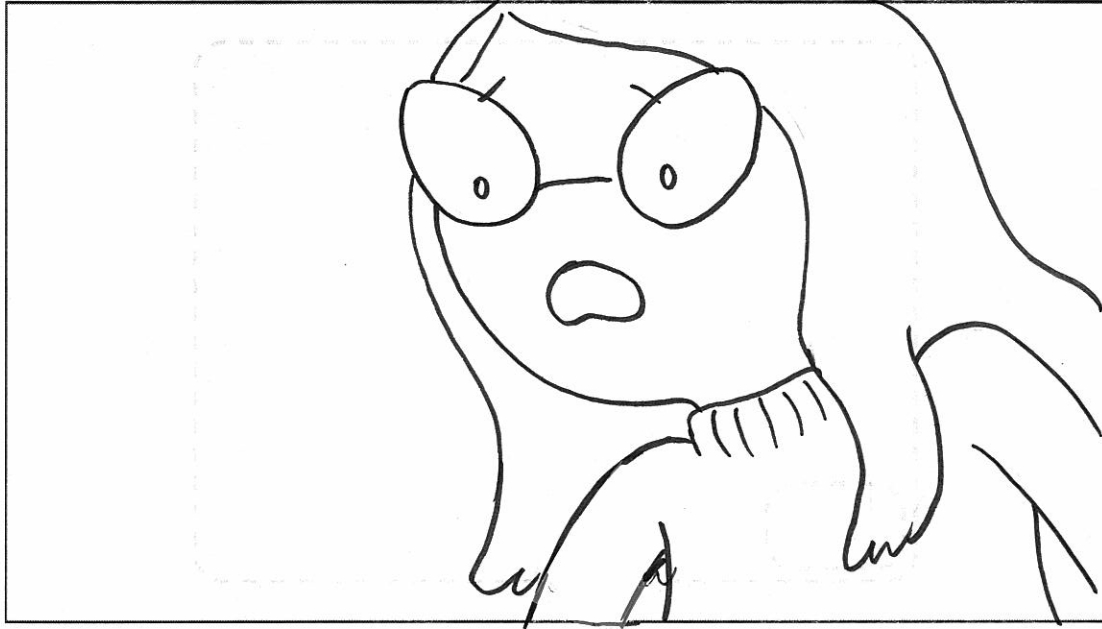


Sc. 147

Pnl. A

Bg.

day night



Dialog:

⑤ But its magic was negated  
by the wizard Bella Noche.

⑥ Don't die, Simon, I just got here!

Action:

Timing:

EPISODE #

1014-155

Production :

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ADVENTURE TIME

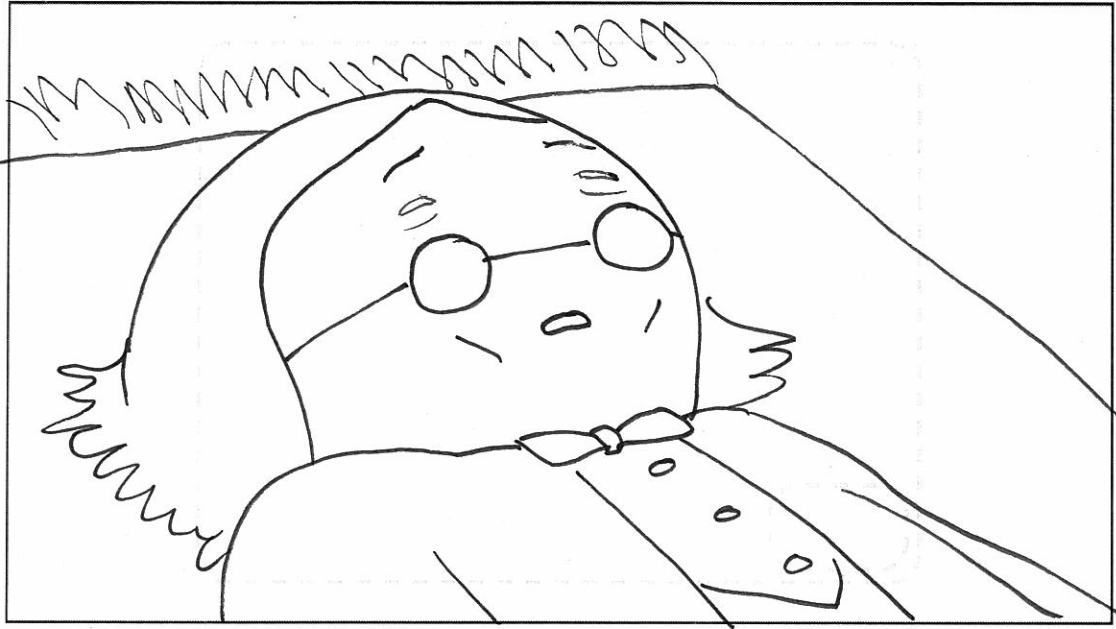


Sc. 148

Pnl. A

Bg.

day night

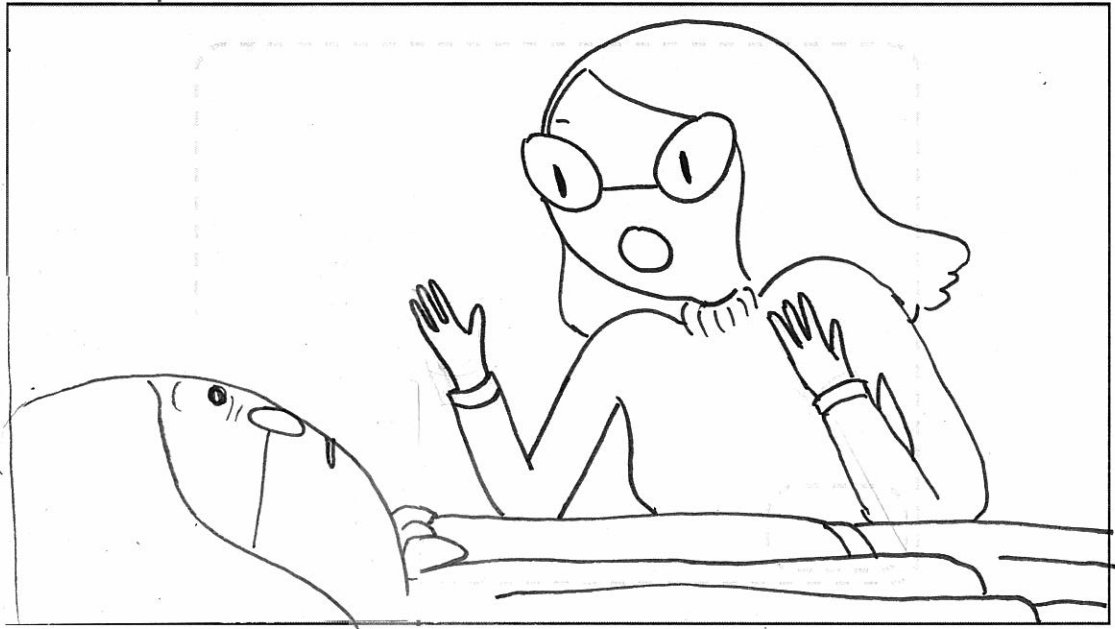


Sc. 149

Pnl. A

Bg.

day night



Dialog:

(S) I'm sorry Betty ~

(B) I know! I'll fix the crown!

Action:

Timing:

EPISODE #

Production :

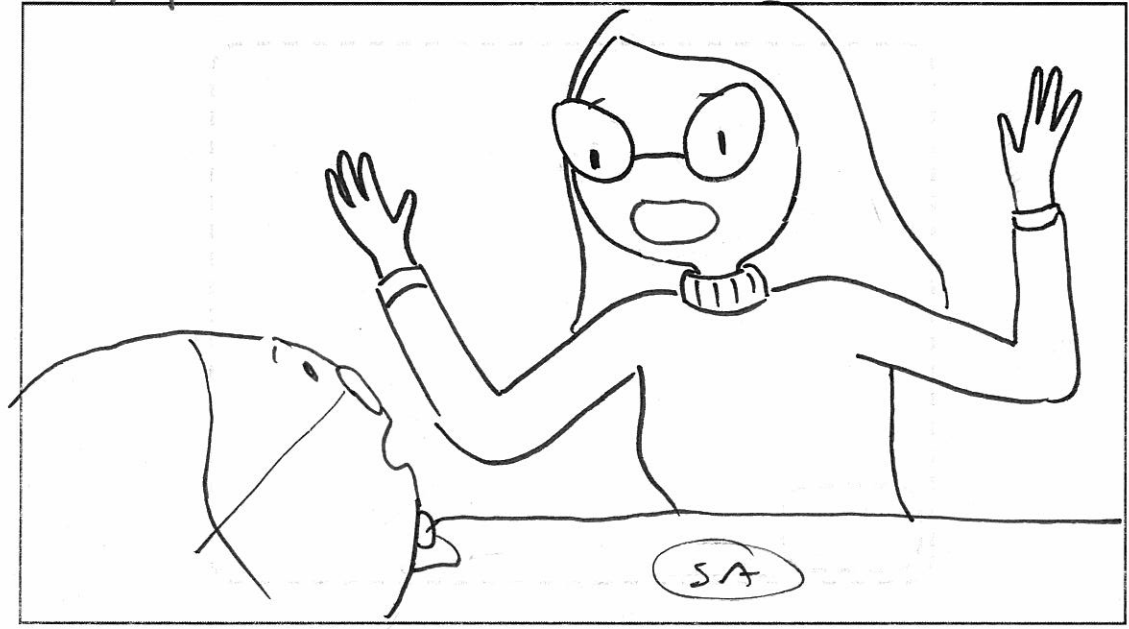
1014-155

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ADVENTURE TIME



Sc. 149 Pnl. B Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog:	
(S)	And then I'll figure out how to fix you!
(S)	whaat?!, NO!
Action:	
Timing:	

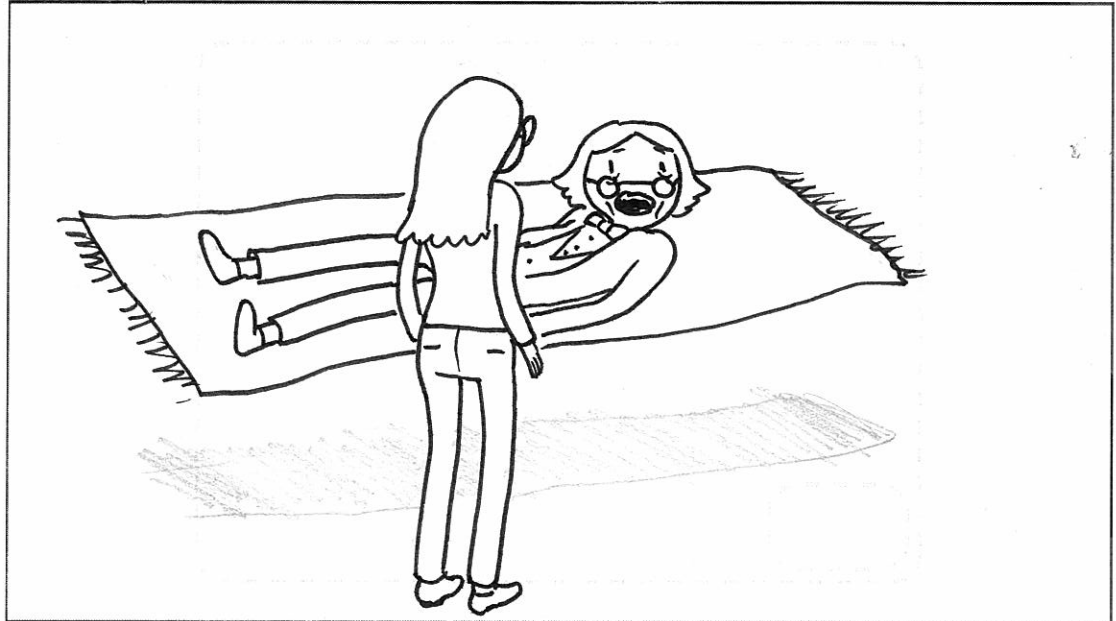
EPISODE # 1014-155  
Production :

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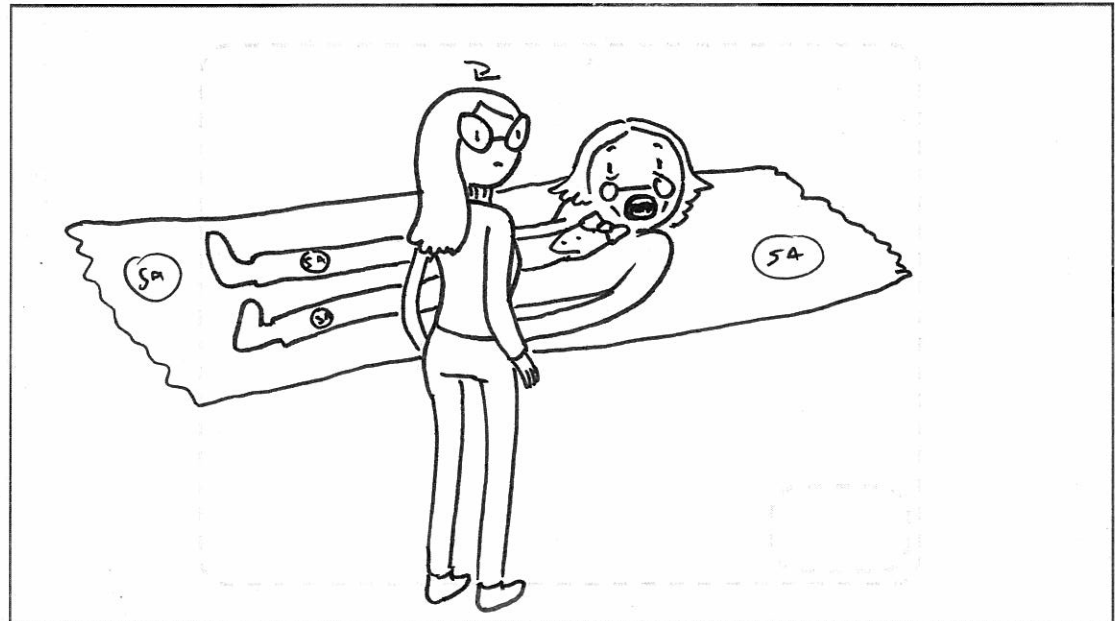
ADVENTURE TIME



Sc. 151 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	
(5) guys -	(5) stop her!
Action:	
Betty turns to look behind	
Timing:	

Production : EPISODE #

1014-155

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# ADVENTURE TIME



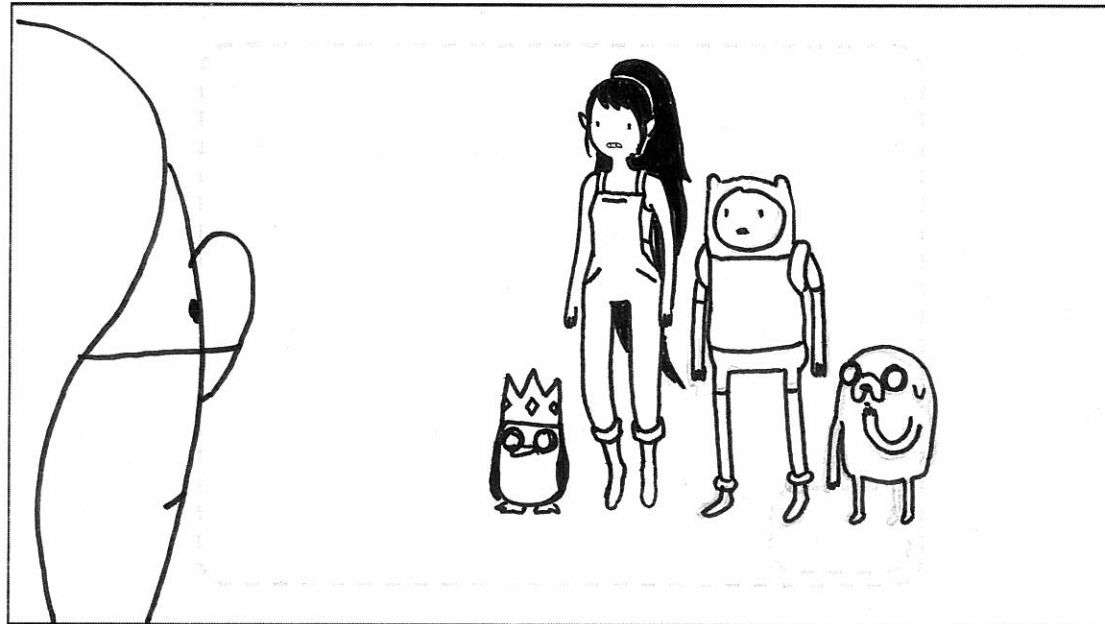
Page 148

Sc. 152

Pnl. A

Bg.

day night

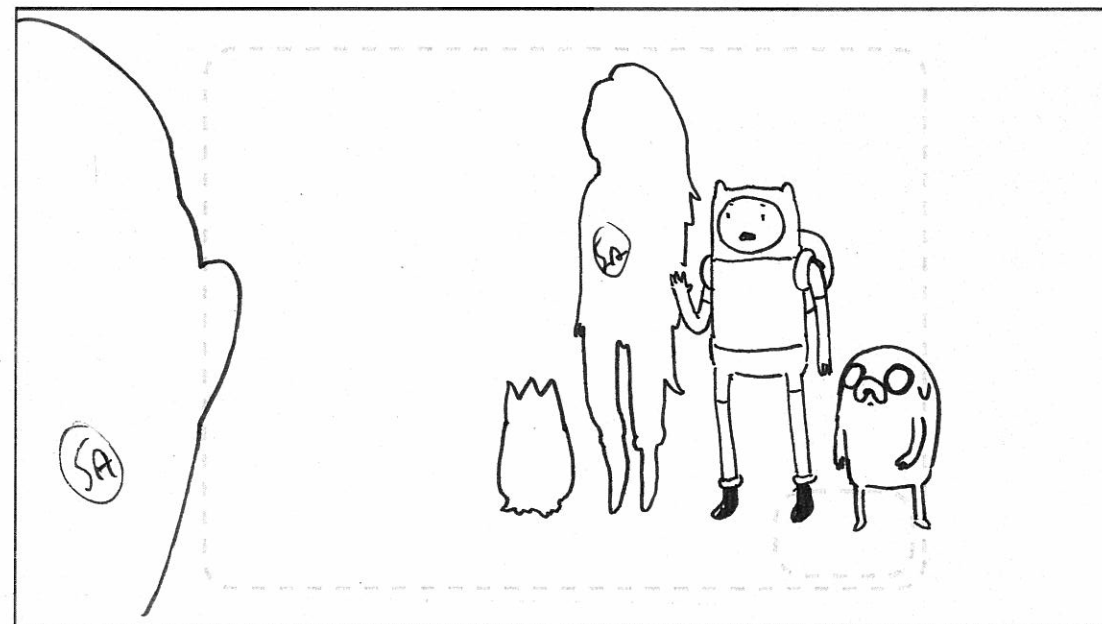


Sc.

Pnl. B

Bg.

day night



Dialog:

(J) Uh...  
(M) hemmm~

Action:

Finn waves

Timing:

EPISODE #

Production :

1014-155

# ADVENTURE TIME



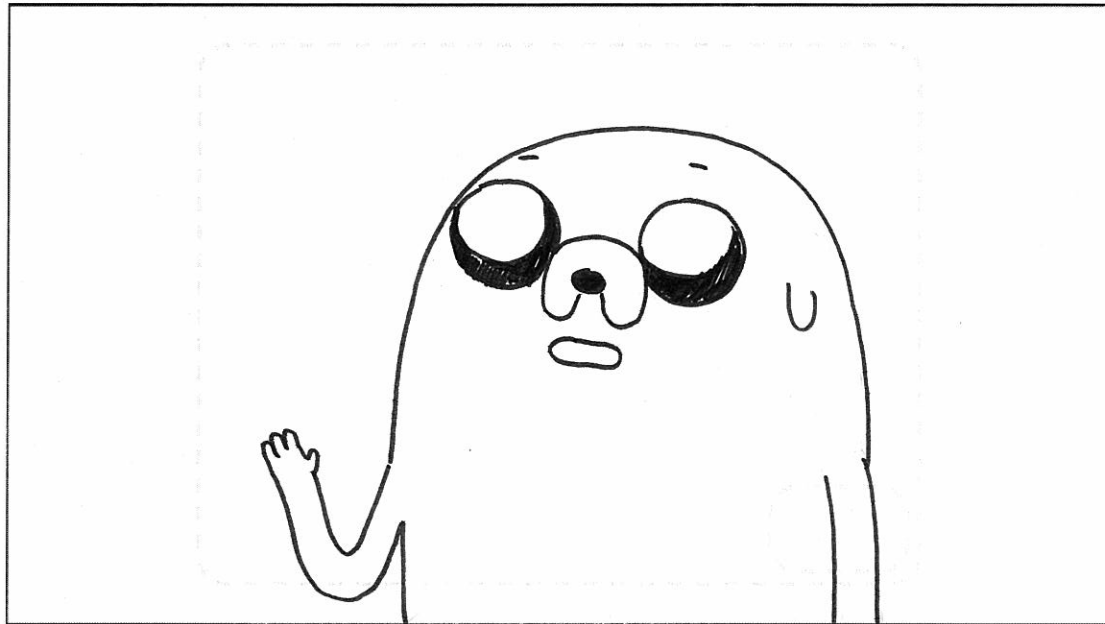
Page 149

Sc. 153

Pnl. A

Bg.

day night

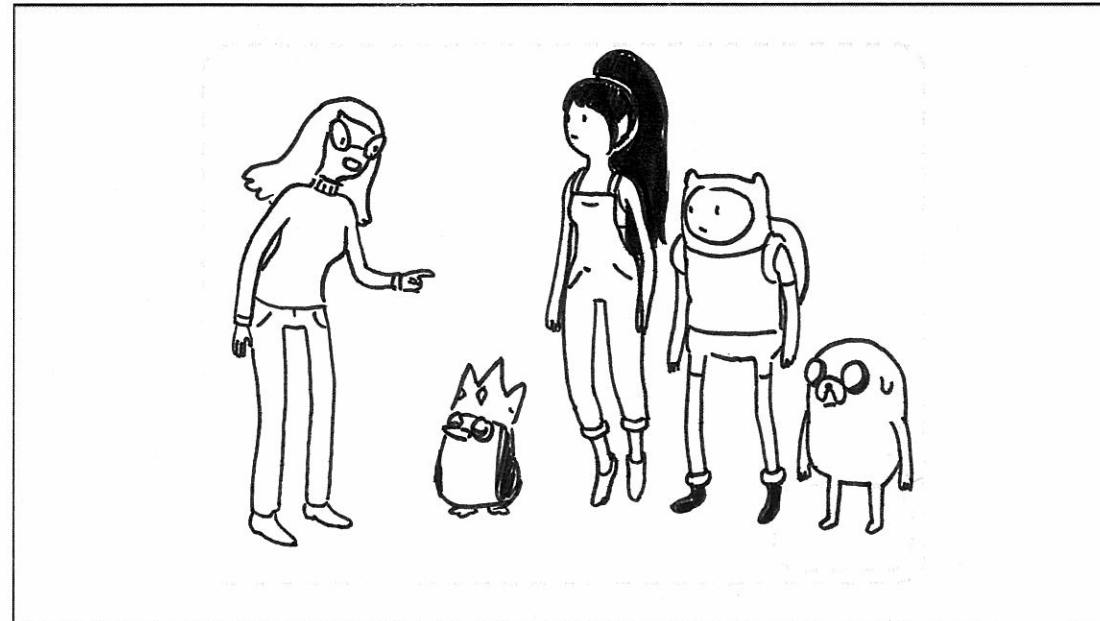


Sc. 154

Pnl. A

Bg.

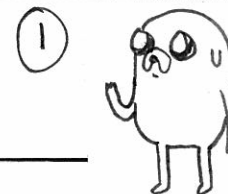
day night



Dialog:

① it kind of sounds like a good idea? ② Right right, whoever you are!

Action:



Timing:

EPISODE #

Production :

1014-122

ADVENTURE TIME

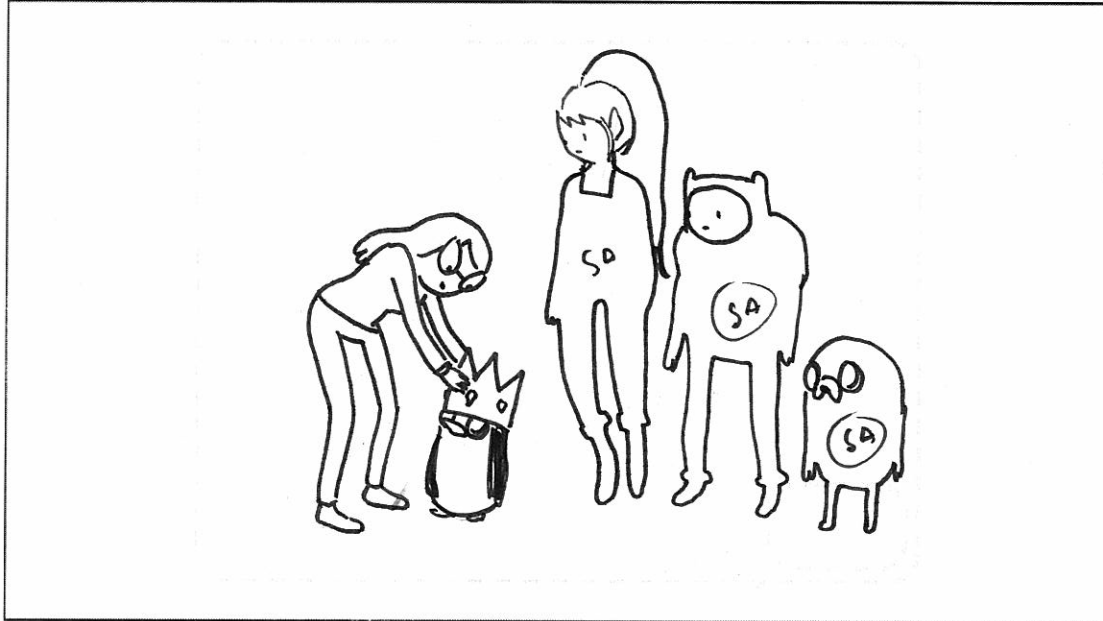


Sc. 154

Pnl. B

Bg.

day night

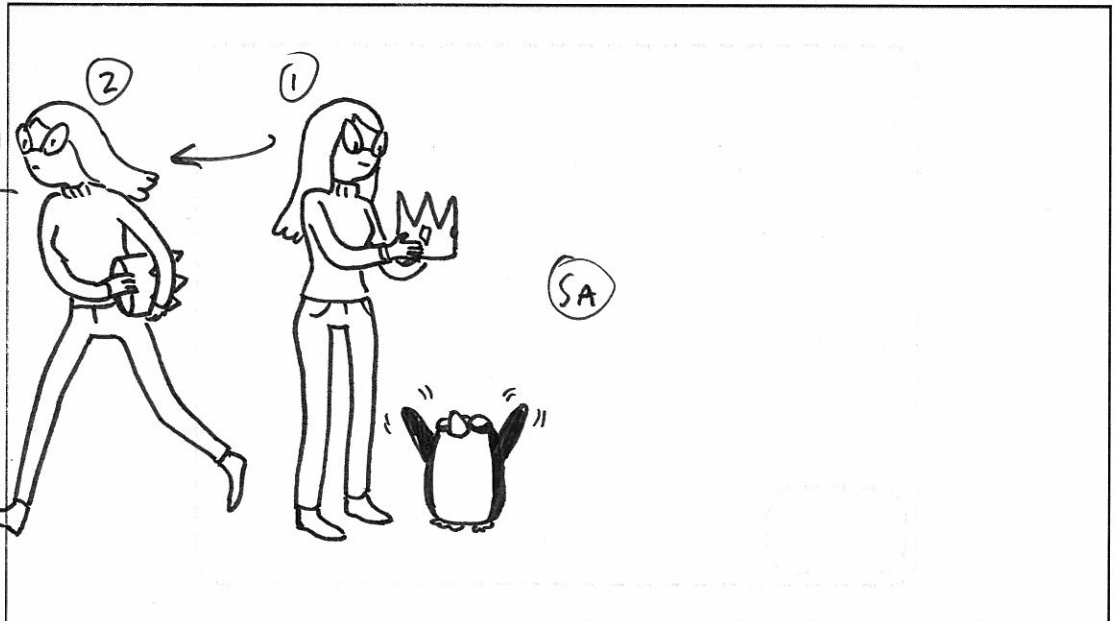


Sc.

Pnl. C

Bg.

day night



Dialog:
Action: Betty picks up the crown from Gunther's head.
Timing:



EPISODE #

Production :

1014-155



# ADVENTURE TIME

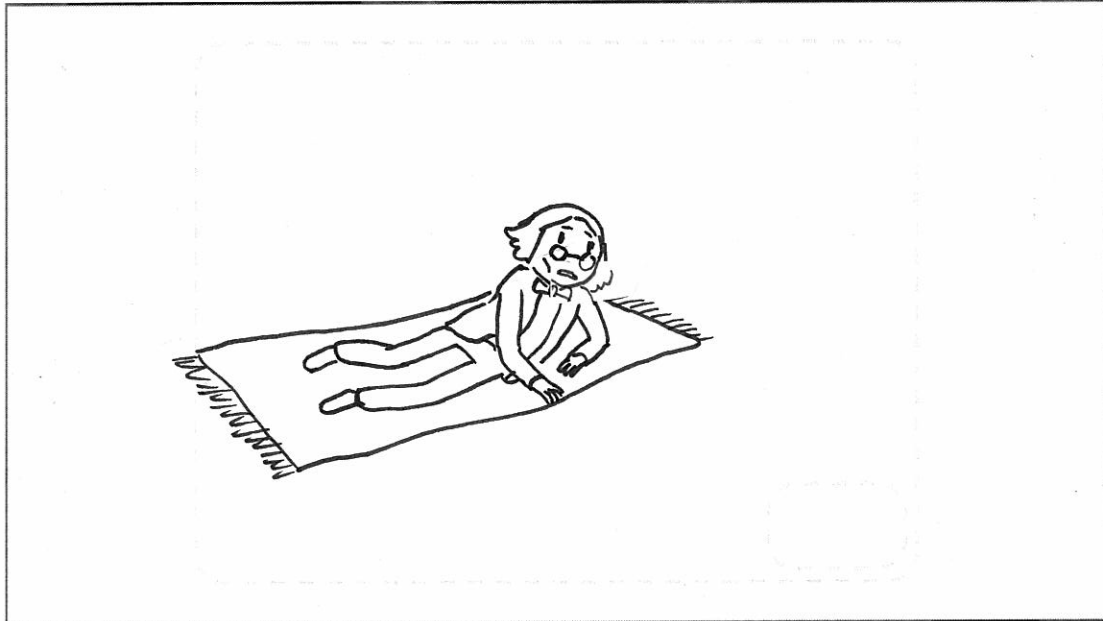


Sc. 155

Pnl. A

Bg.

day night

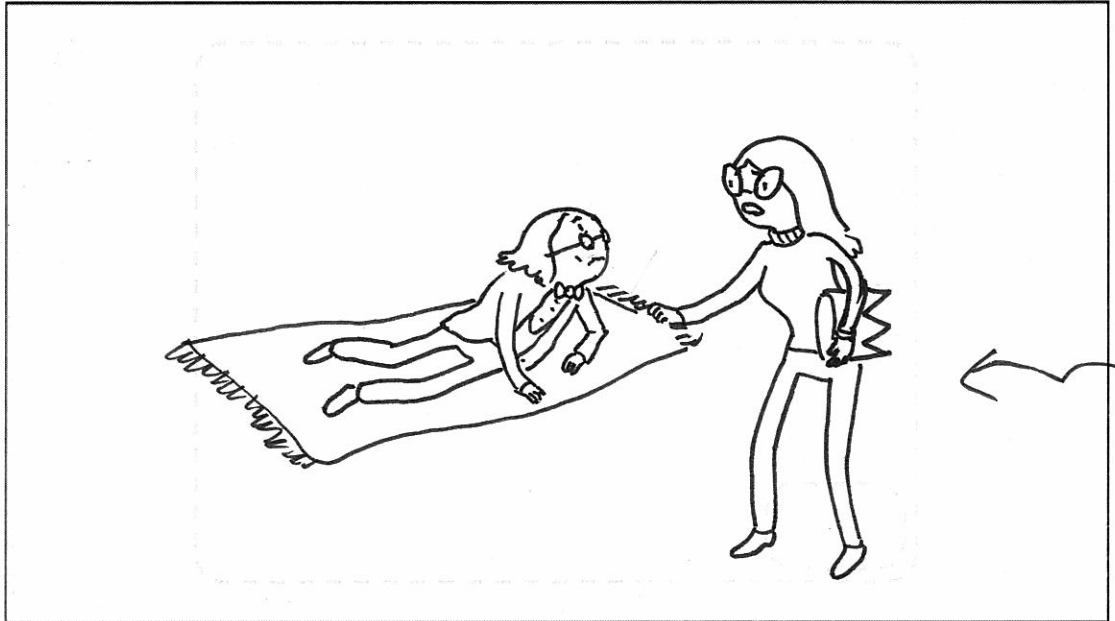


Sc.

Pnl. B

Bg.

day night



Dialog:	⑧ I'm sorry, it's the only way
Action:	
Timing:	

EPISODE #

Production :

1014-155

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ADVENTURE TIME

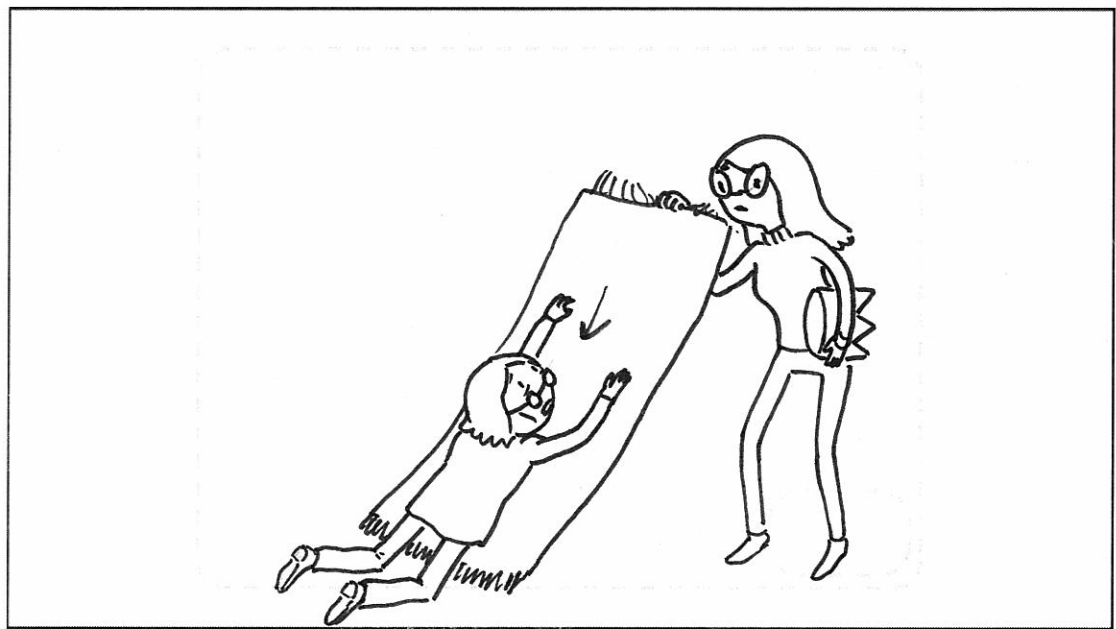


Sc. 155

Pnl. C

Bg.

day night

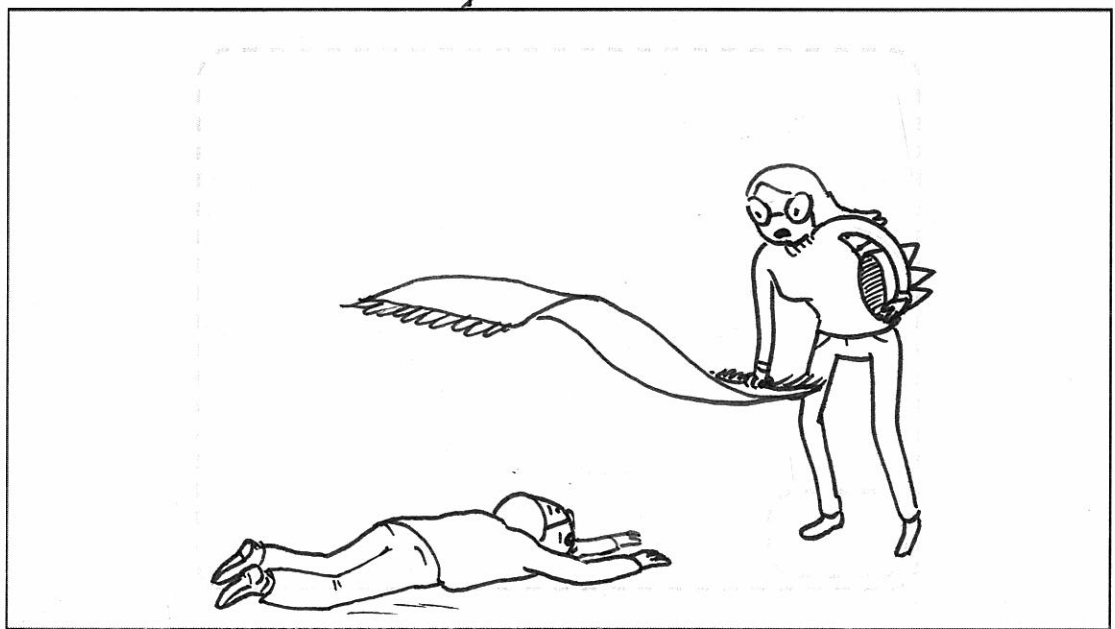


Sc.

Pnl. D

Bg.

day night



Dialog:

⑤ NOOD

⑥ OK rug, take me to Bella Noche

Action:

Betty lifts the flying carpet, sliding Simon to the ground

Timing:

Production :

EPISODE #

1014-155

# ADVENTURE TIME



Sc. 155

Pnl. e

Bg.

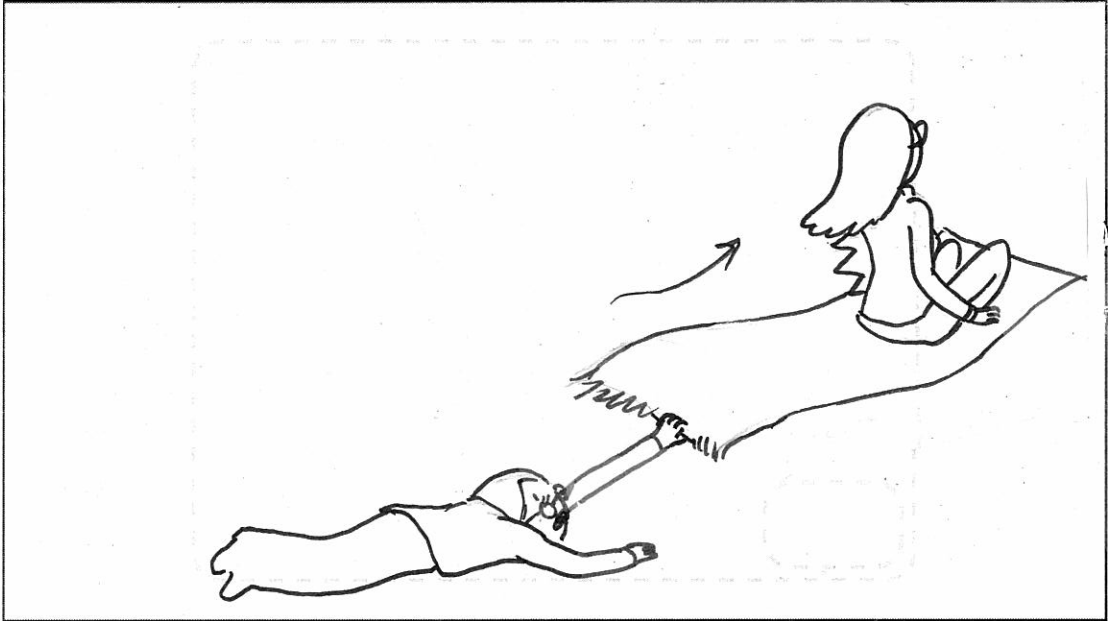
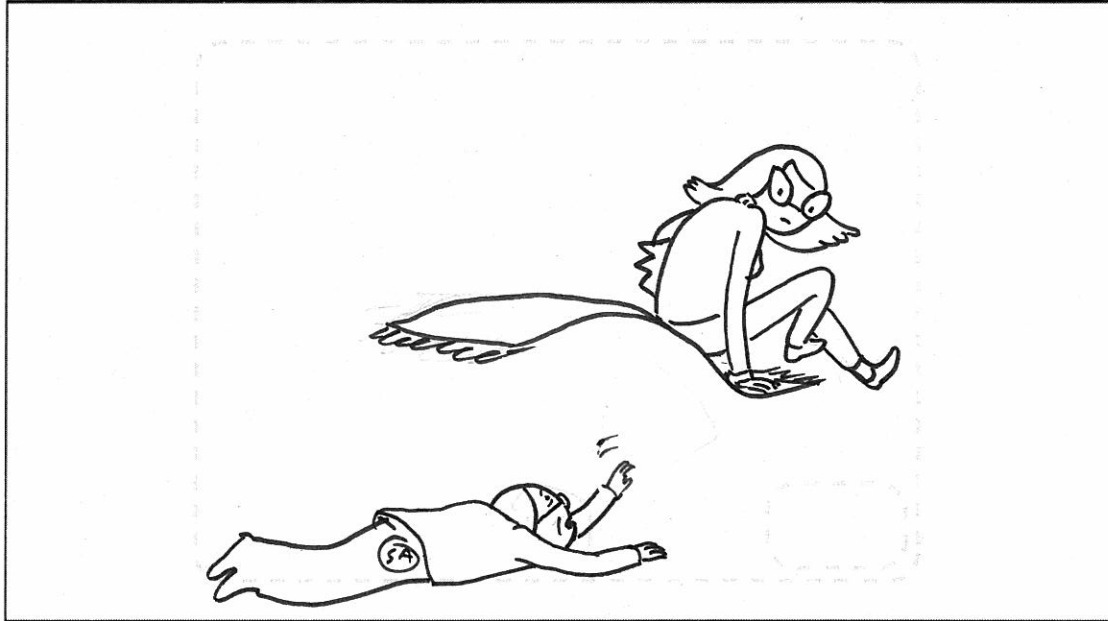
day night

Sc.

Pnl. F

Bg.

day night



Dialog:	(S) NOOOOO
Action:	simon grabs the carpet as betty flies away
Timing:	

EPISODE #

Production :

1014-155

# ADVENTURE TIME



Sc. 155

Pnl. 6

Bg.

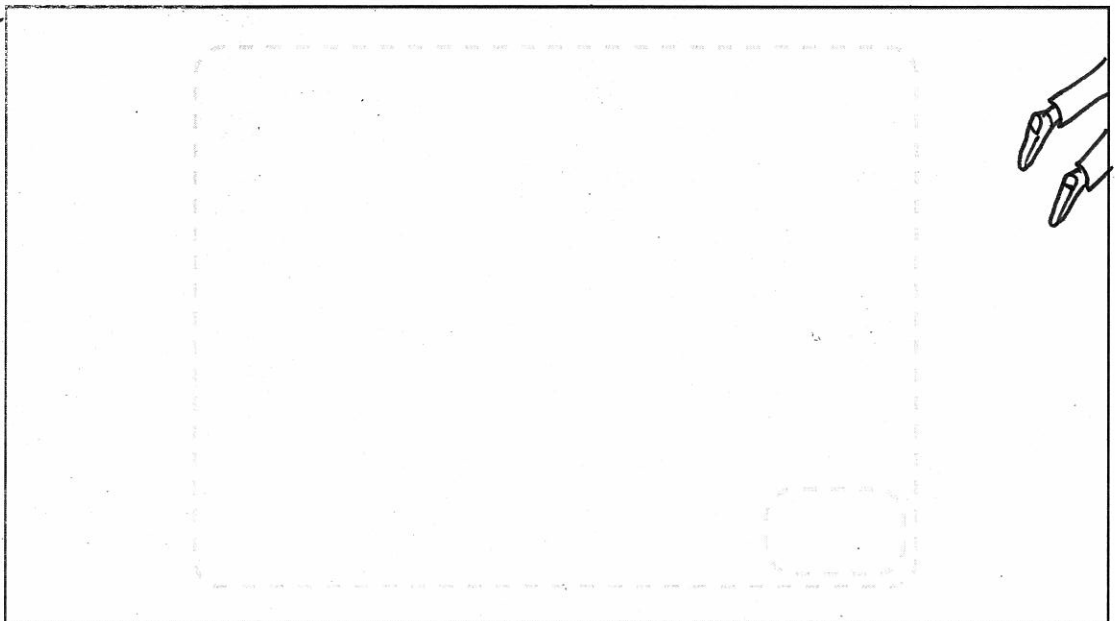
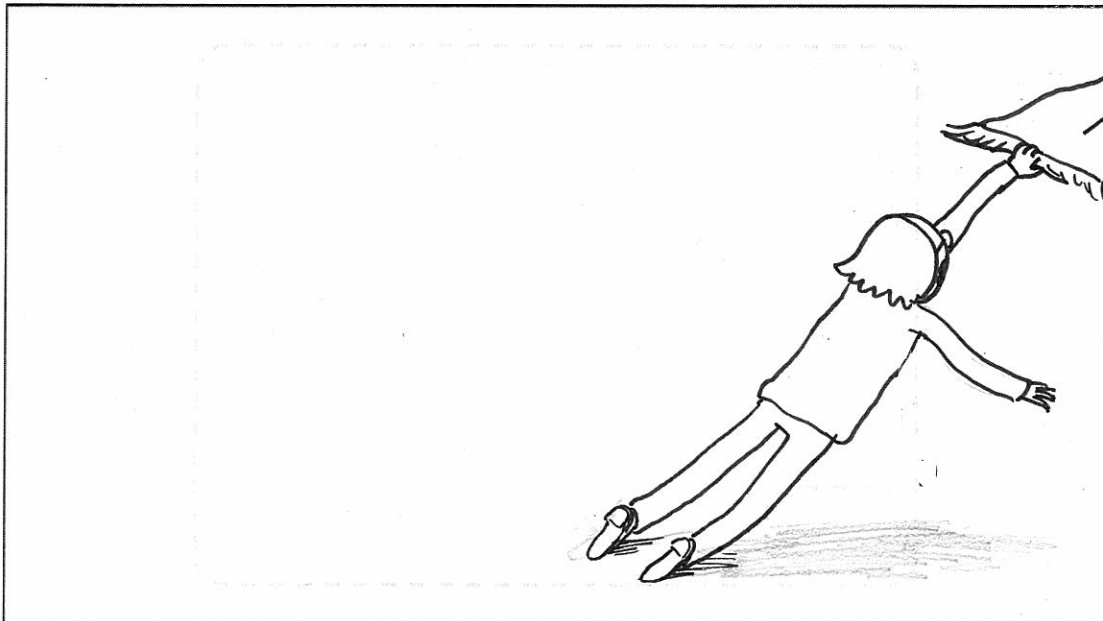
day night

Sc.

Pnl. 11

Bg.

day night



Dialog:
Action: simon is dragged out
Timing:

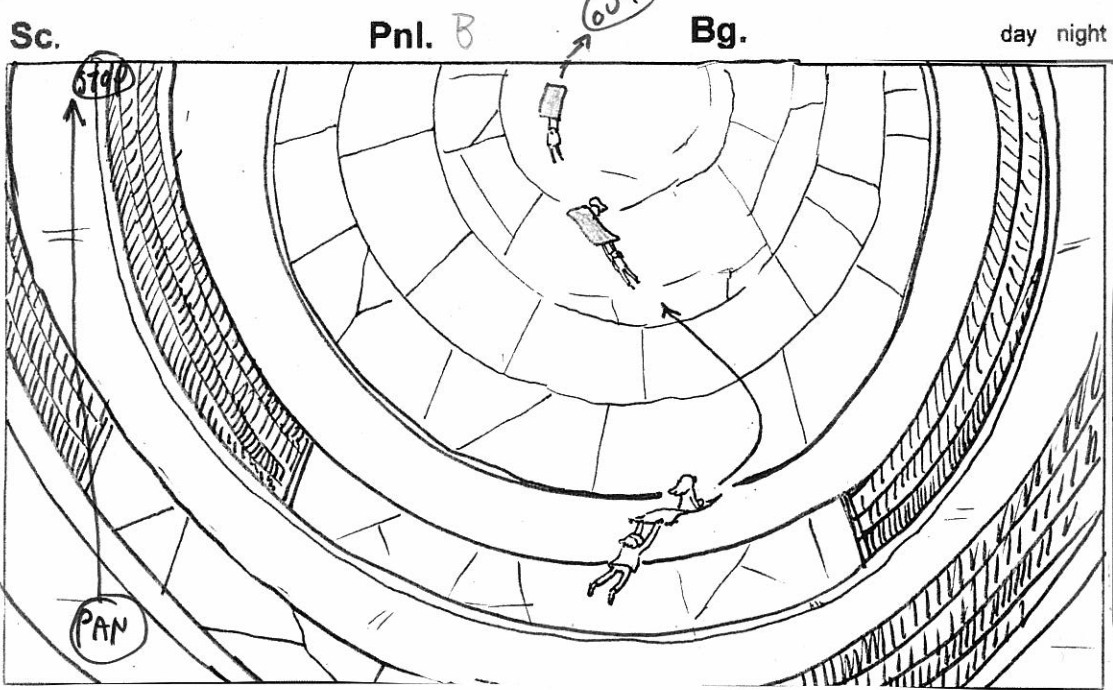
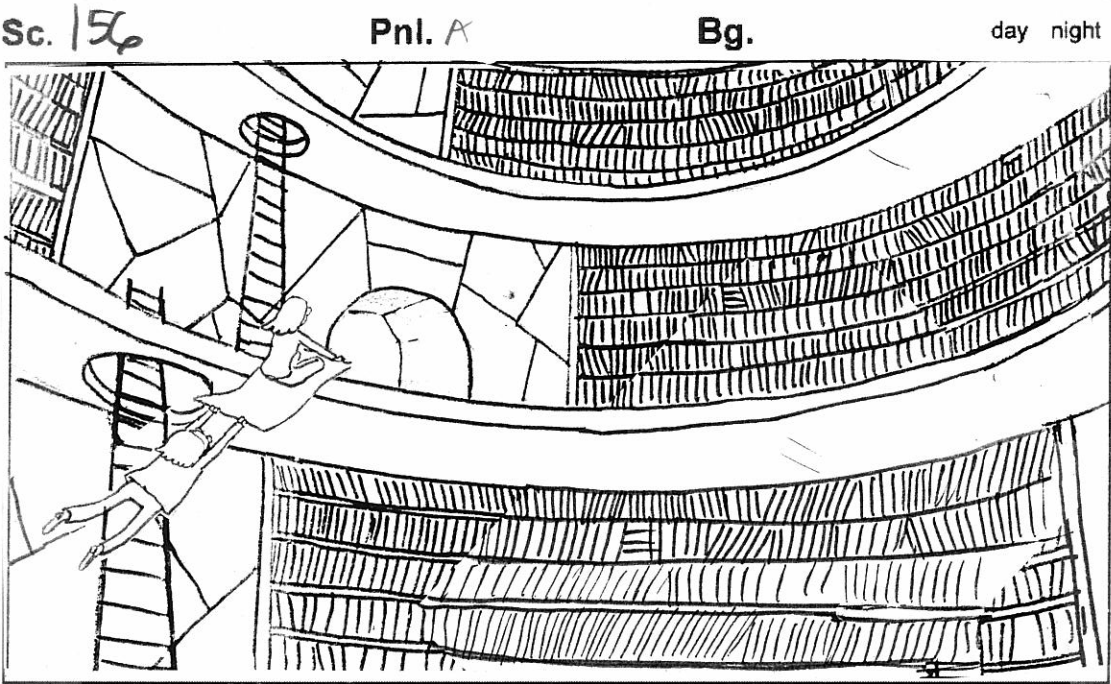
out

EPISODE #

Production :

1014-155

# ADVENTURE TIME



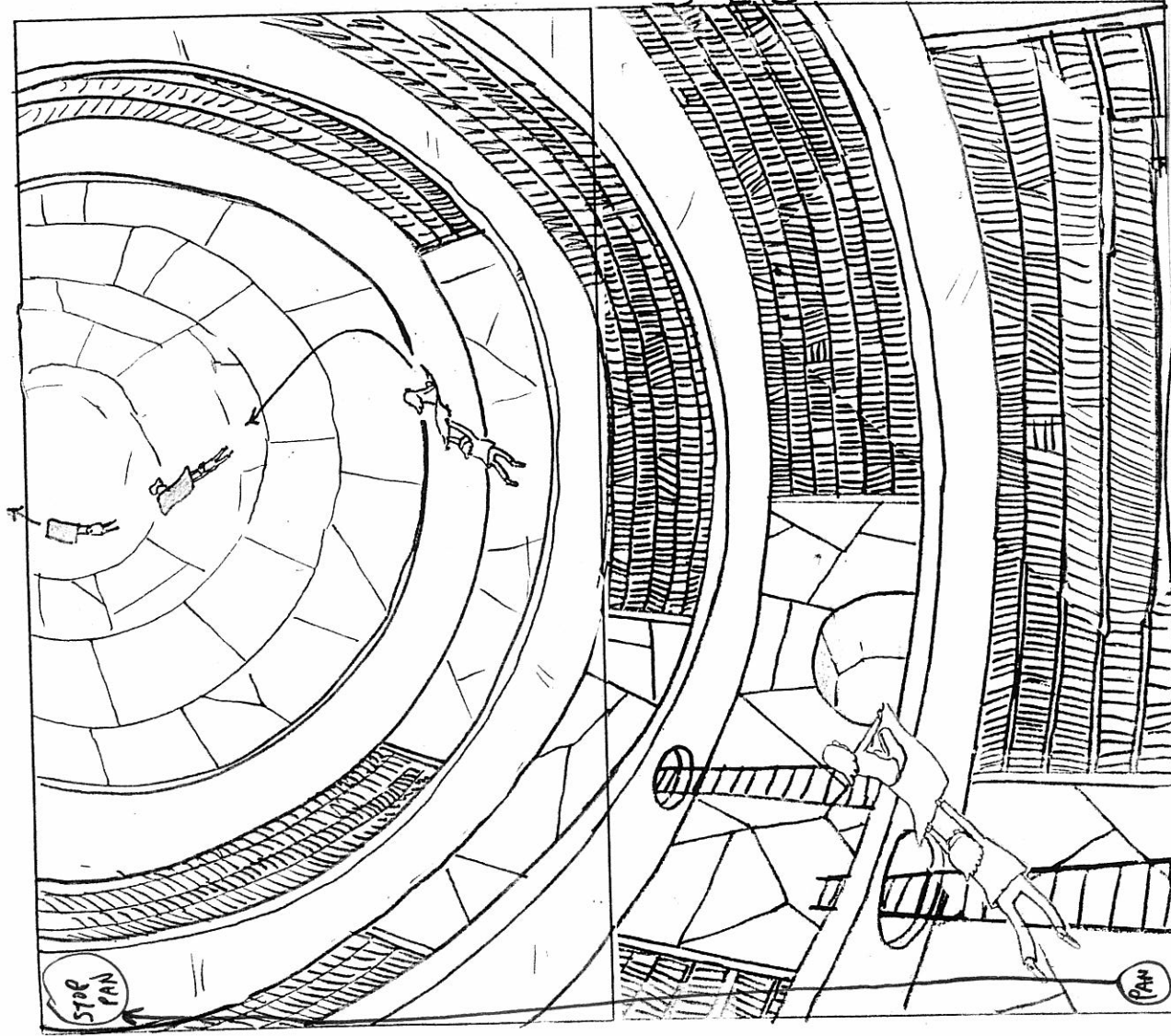
Dialog:
Action:
Timing:

Production : EPISODE #

1014-155

K6 (A/B)

160



1014-155

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# ADVENTURE TIME

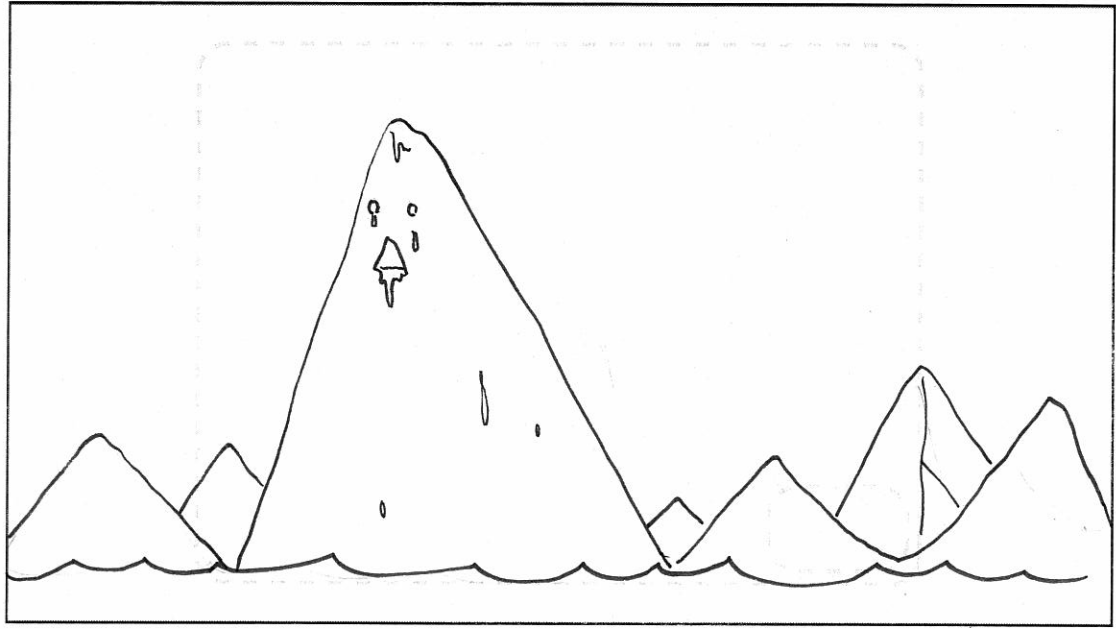


Sc. 157

Pnl. A

Bg.

day night

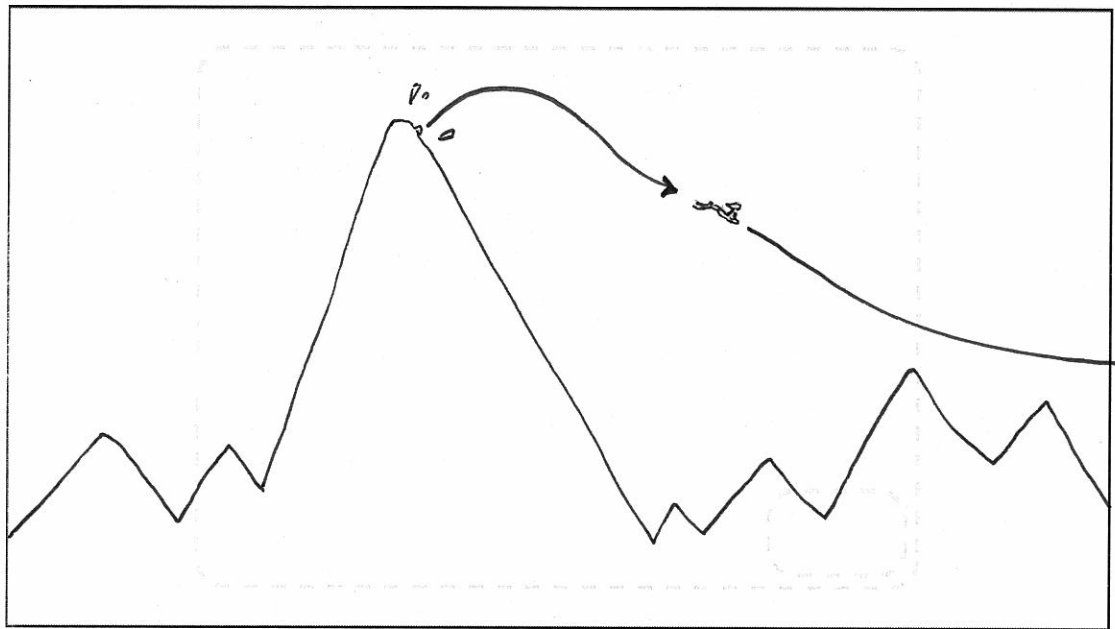


Sc.

Pnl. B

Bg.

day night



1014-155

out

EPISODE #

Dialog:

sfx (crash)  
= tinkle =

Action:

Melting Ice kingdom

Betty & Simon crash through the melting ice castle. fly out.

Timing:

Production :

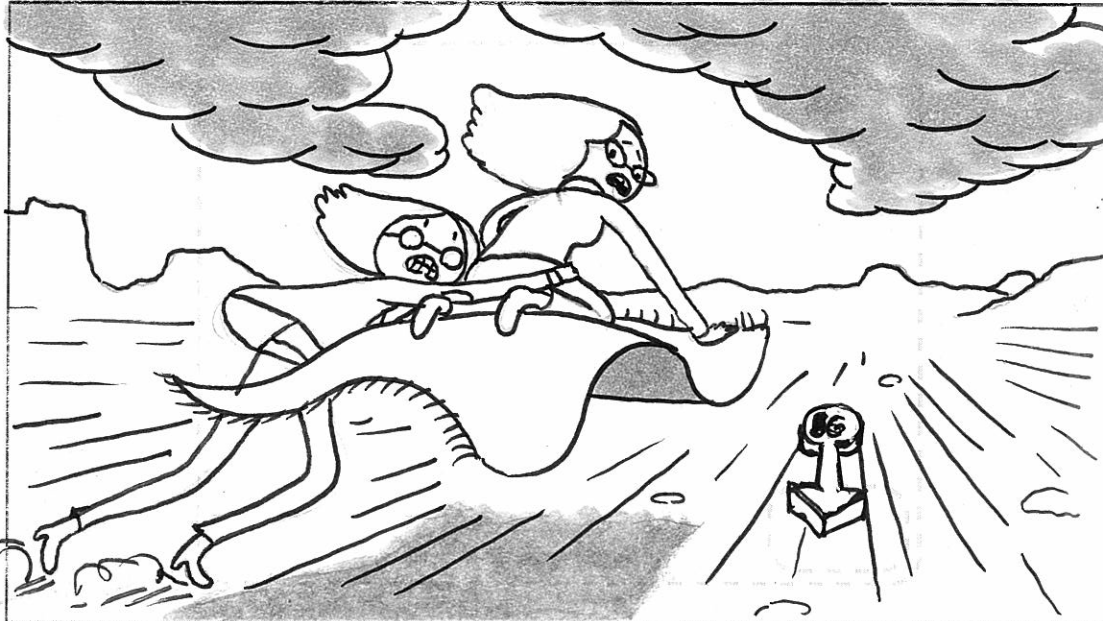


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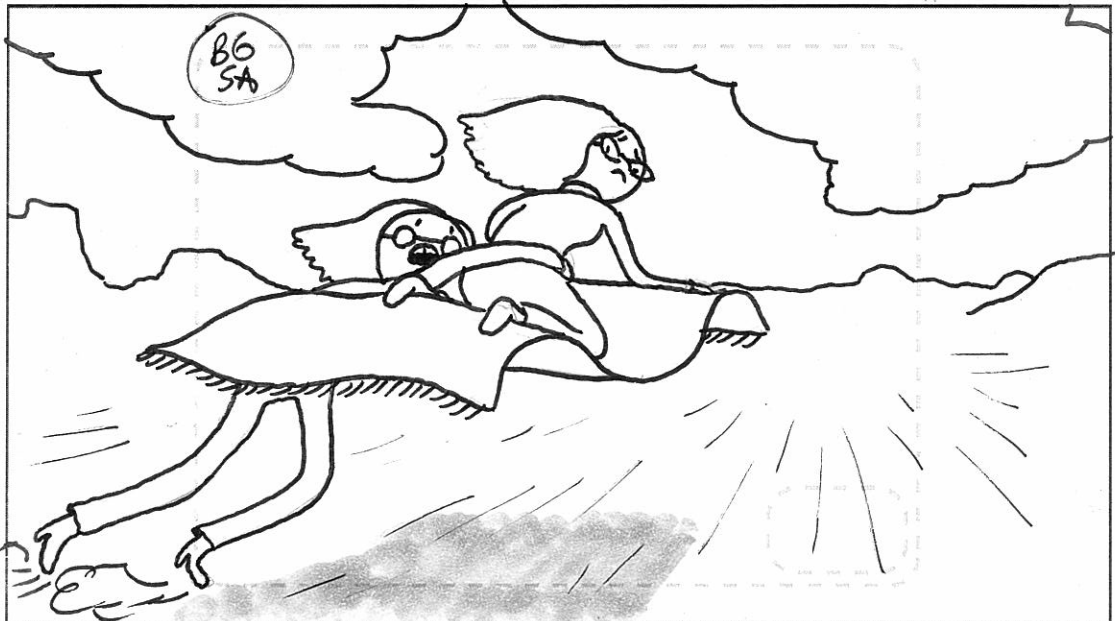
# ADVENTURE TIME



Sc. 158 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	Betty / Get on Simon!	Simon / I am getting on!
Action:		
Timing:		

Production : EPISODE #

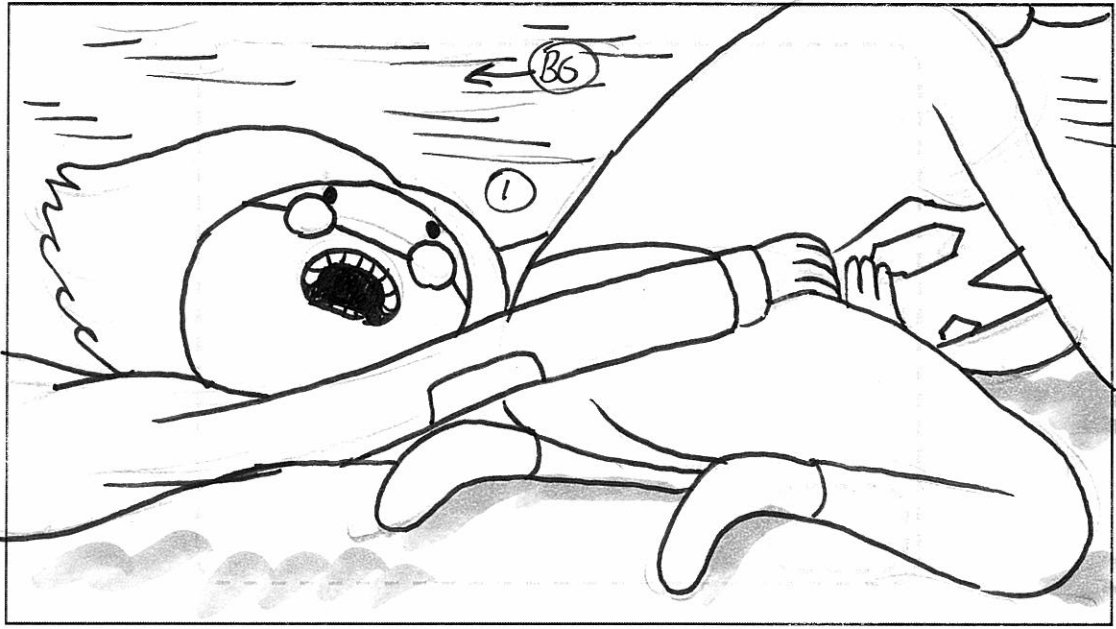
1014-155

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ADVENTURE TIME



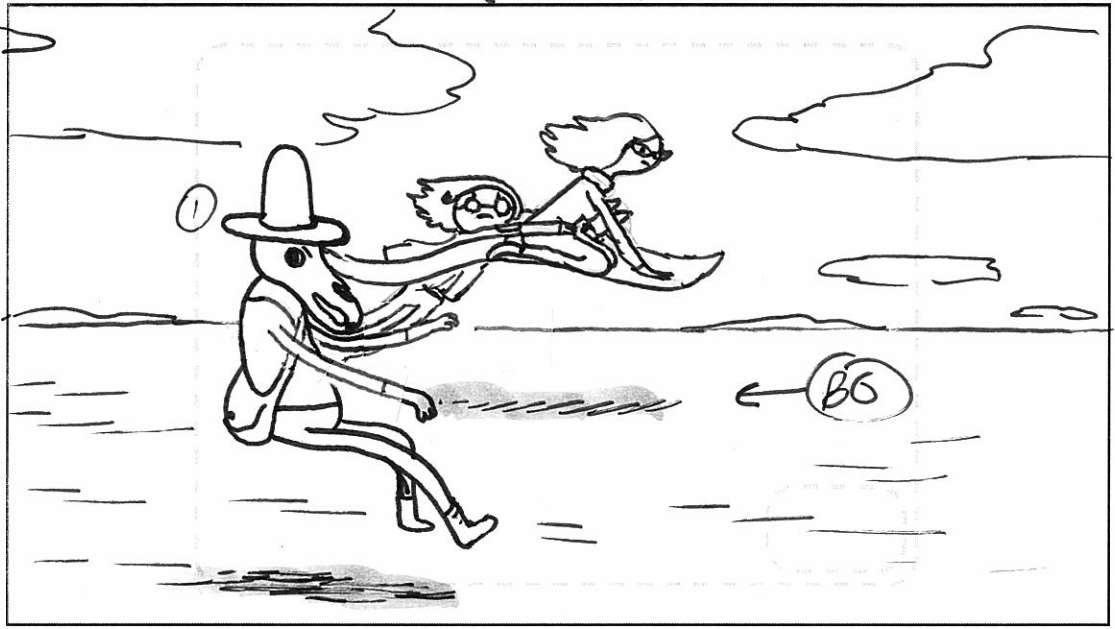
Sc. 159 Pnl. A Bg. day night



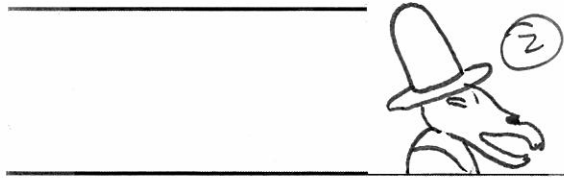
Dialog: Simon / ① The death ② bvs !



Sc. 160 Pnl. A Bg. day night



Death / ① I got you in my sights  
Simon ② hahahaha



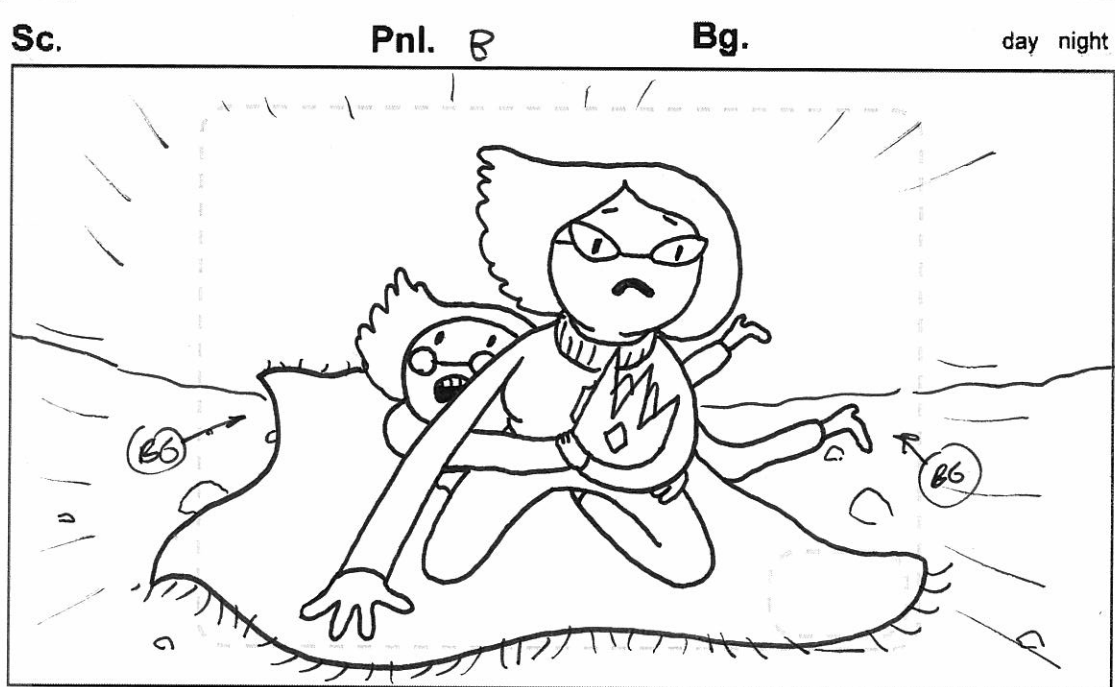
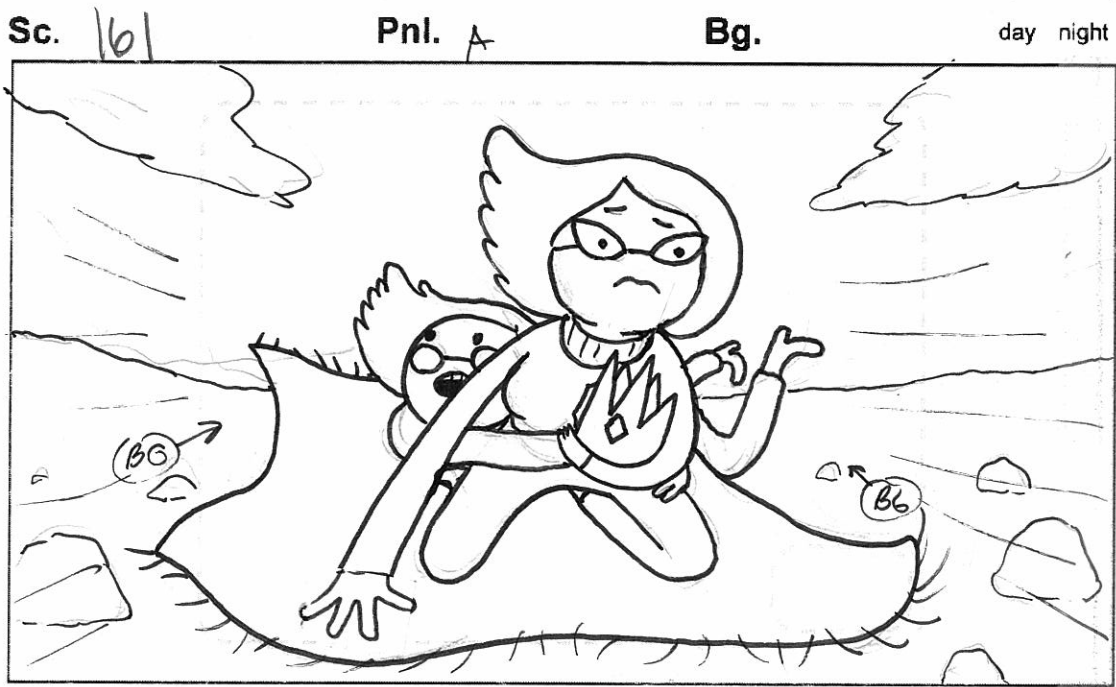
EPISODE #

1014-155

Production :

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# ADVENTURE TIME



Dialog:	Simon / It's my time, Betty!	S / I don't wanna be the Ice King!
Action:		
Timing:		

Production : EPISODE #

1014-155

# ADVENTURE TIME



Page 174

Sc. 161

Pnl. C

Bg.

day night



Sc.

Pnl. D

Bg.

day night



Dialog: Simon / It's like living with eternal  
diaper butt ② I can't do it!

Action:

Timing:



Betty / Not  
forever!



EPISODE #

Production :

1014-155

# ADVENTURE TIME



Page 175

Sc. 162

Pnl. A

Bg.

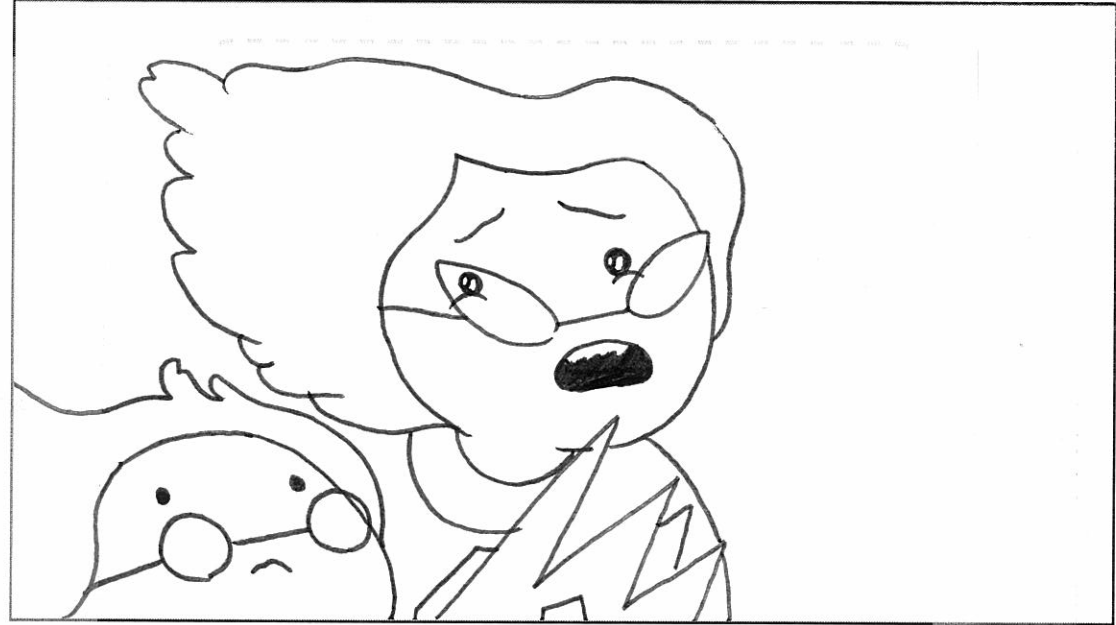
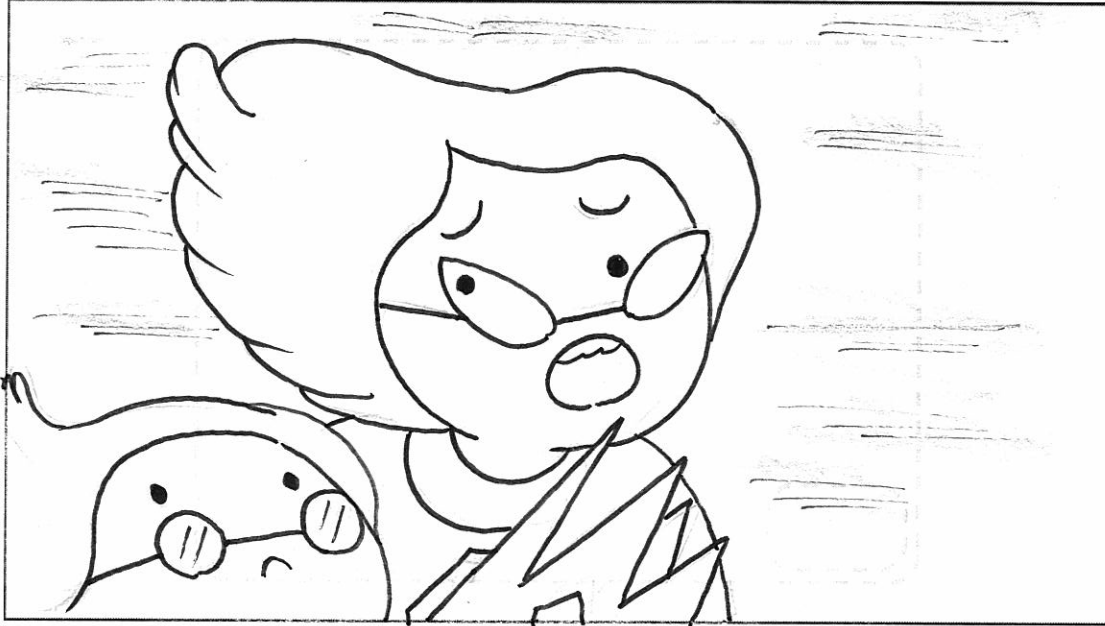
day night

Sc.

Pnl. B

Bg.

day night



Dialog: B/ Destroying Bella Noche and getting  
your power back will buy ~~me~~ time → to find a loophole that'll undo  
your curse and your death!

Action:

Timing:

EPISODE #

Production :

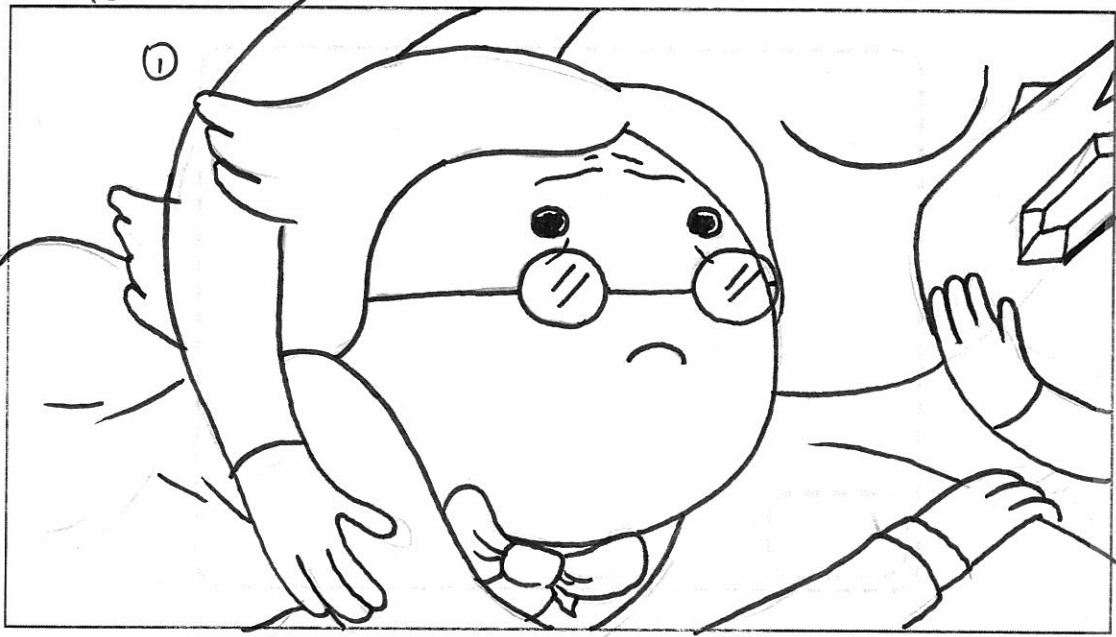
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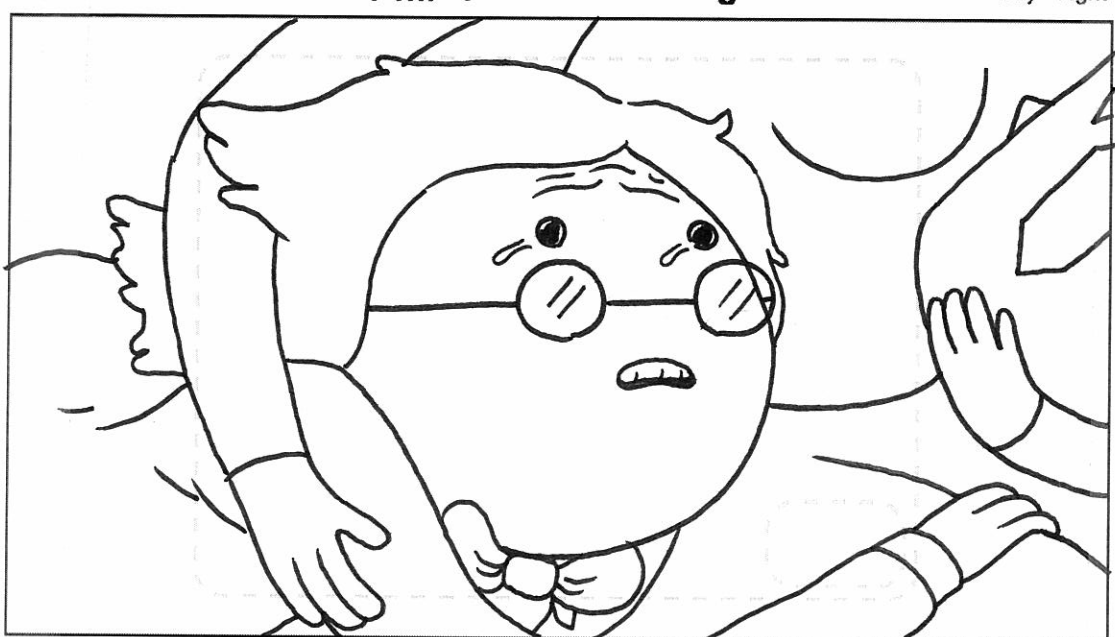
ADVENTURE TIME



Sc. 163 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: Betty / ① I can do it ! ② You gotta believe me, Simon!

Simon / I...

②

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

EPISODE #

Production :

1014-152



# ADVENTURE TIME



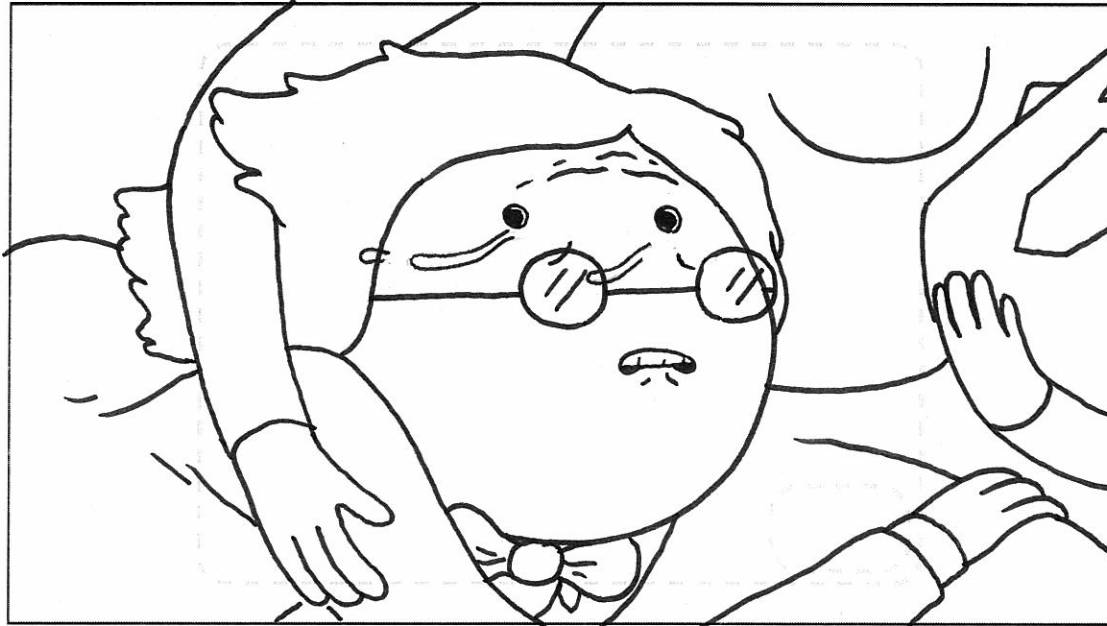
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Sc. 163

Pnl. C

Bg.

day night

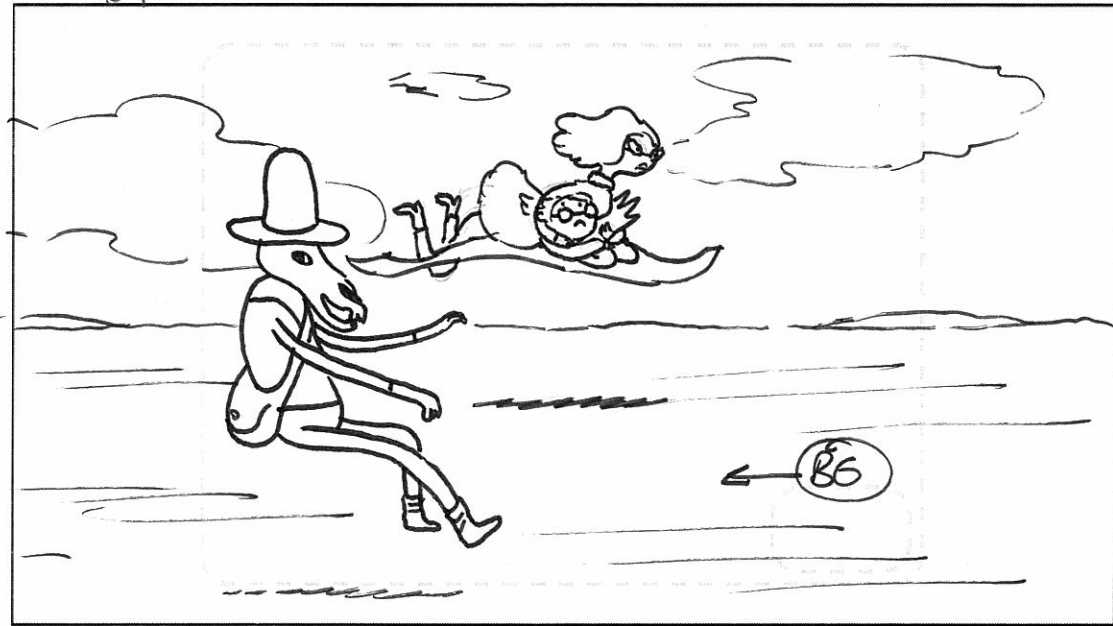


Sc. 164

Pnl. A

Bg.

day night



Dialog: Death (os) / Get real man.

Death/ you're gonna be the Ice King  
till the sun blows up

Action:

Timing:

EPISODE #

Production :

1014-155



# ADVENTURE TIME



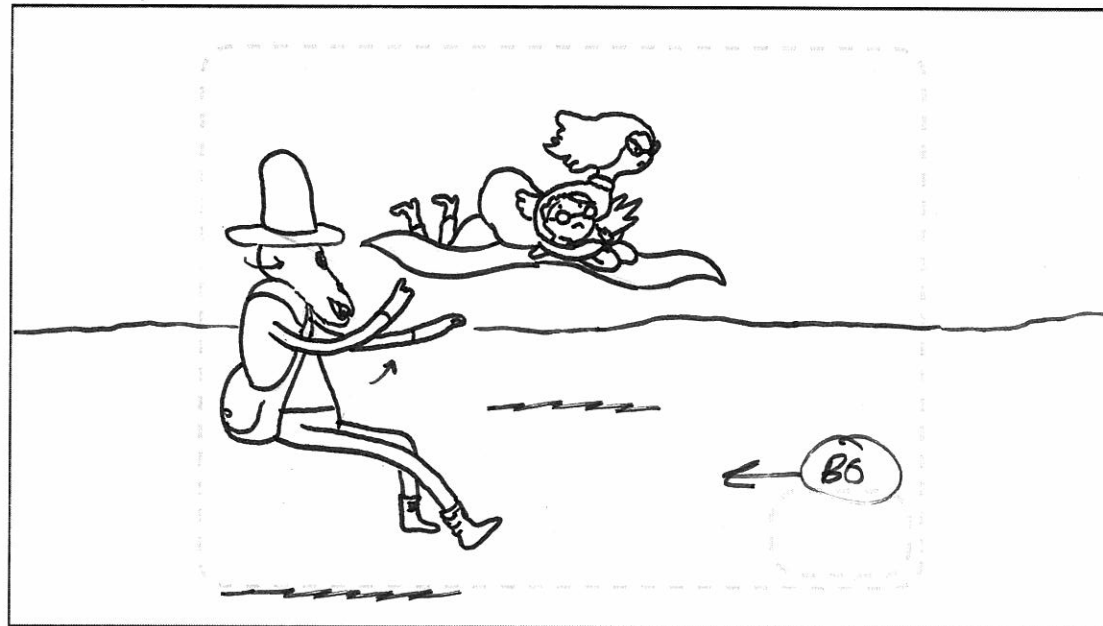
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Sc. 164

Pnl. B

Bg.

day night

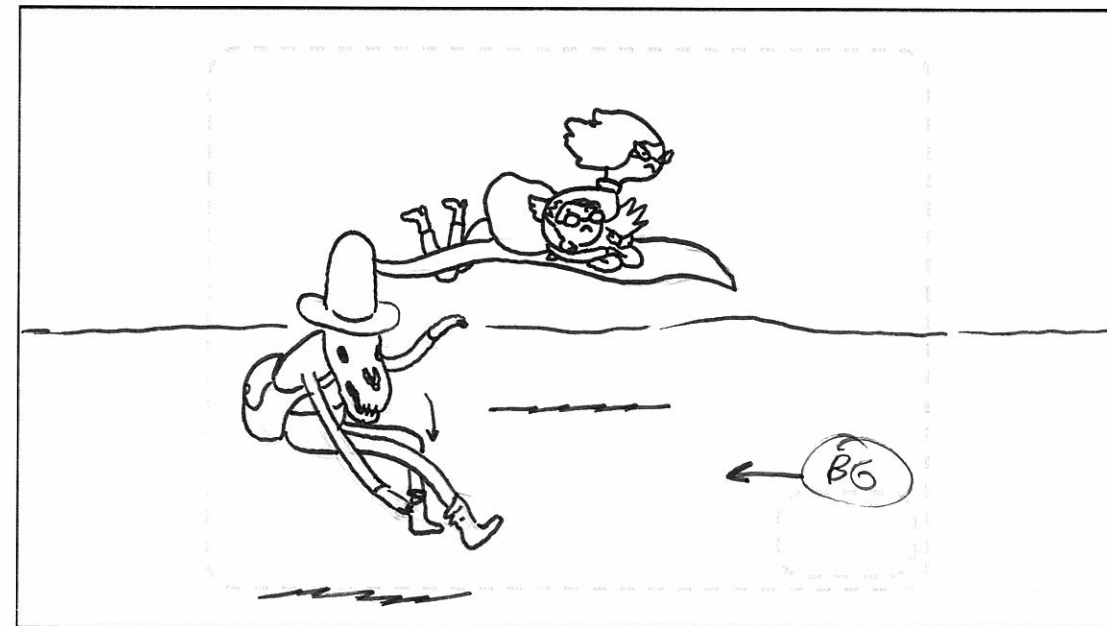


Sc.

Pnl. C

Bg.

day night



Dialog:

Death/ This is your one chance

Death/ I made a mix tape

Action:

Timing:

EPISODE #

Production :

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# ADVENTURE TIME



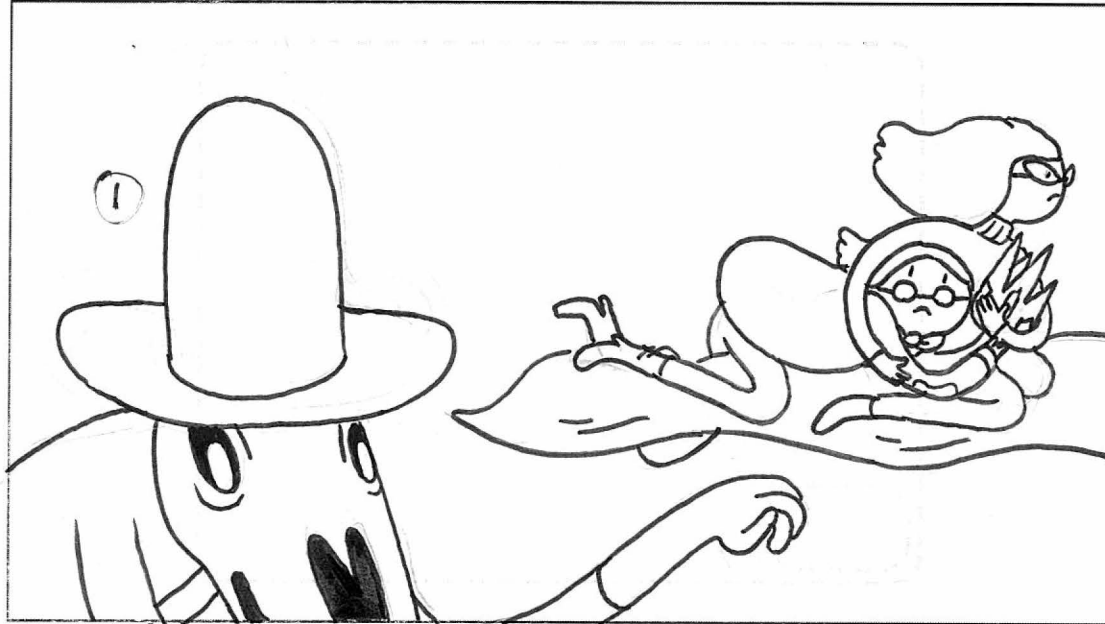
Page 179

Sc. 165

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog:



Death/ ① Summer Jams ② ③

---

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EPISODE #

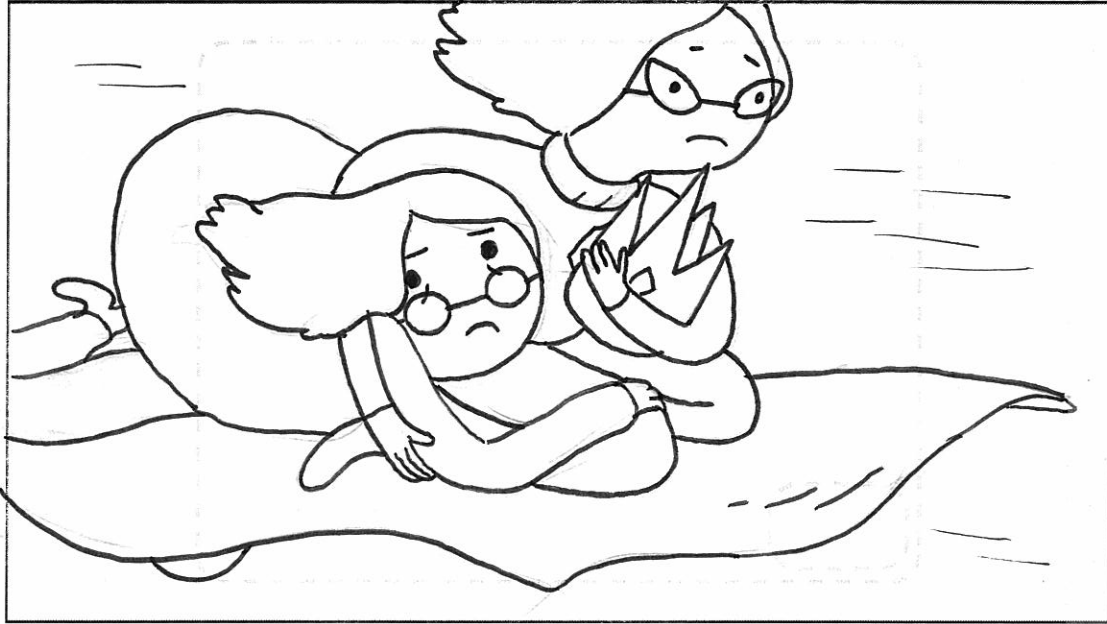
Production :

1014-155

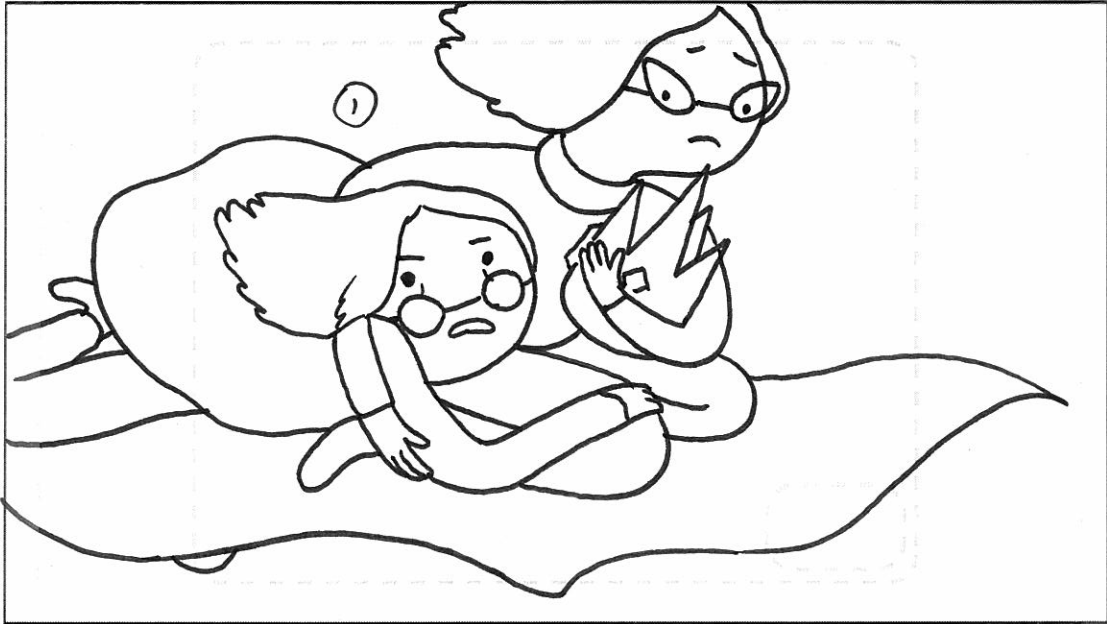
ADVENTURE TIME



Sc. 166 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	(Beat)	Simon/ ① If I don't let her try ... ② then what am I?
Action:		
Timing:		



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ADVENTURE TIME



Sc. 166

Pnl. C

Bg.

day night

Sc.

Pnl. D

Bg.

day night

Dialog:	Simon/ What am <u>us</u> ?	Betty / WHAT?
Action:		
Timing:		

Production :

EPISODE #

1014-155

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# ADVENTURE TIME



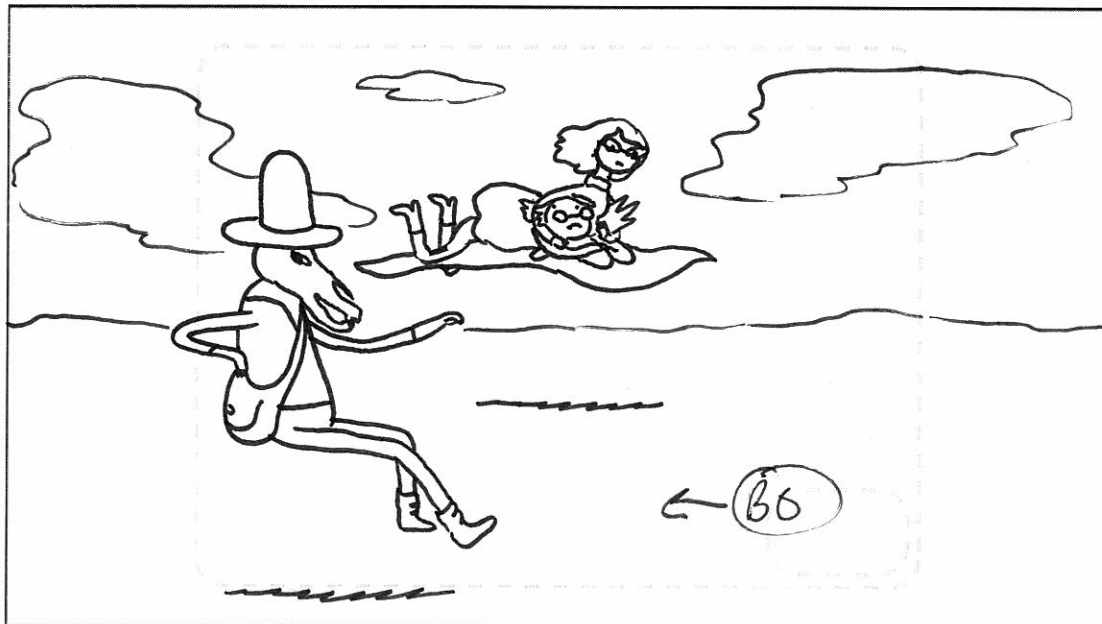
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Sc. 167

Pnl. A

Bg.

day night

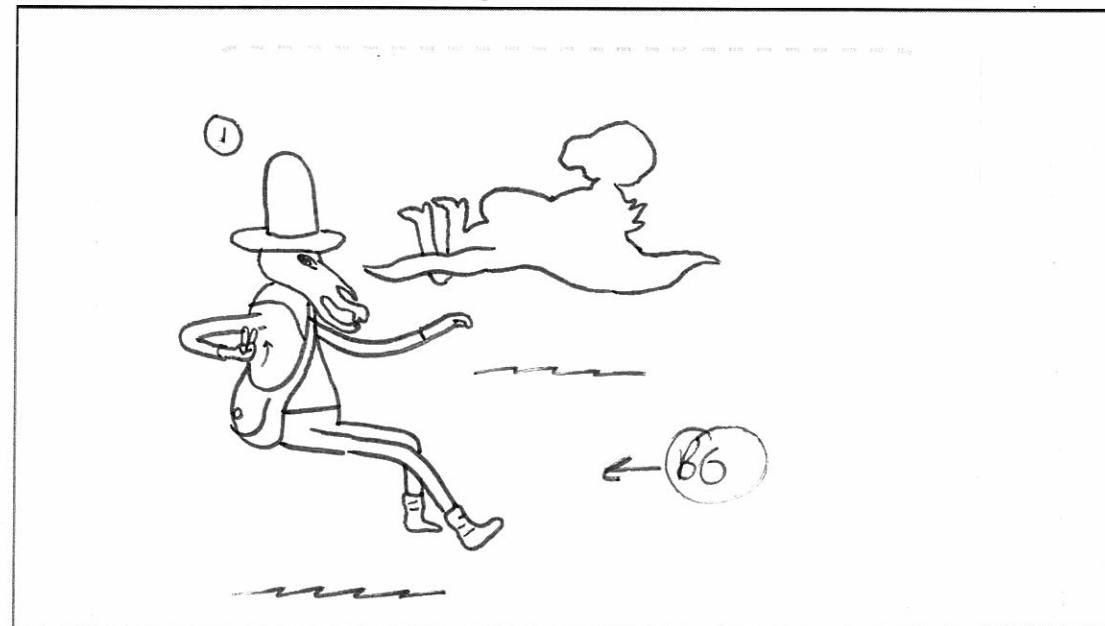


Sc.

Pnl. B

Bg.

day night



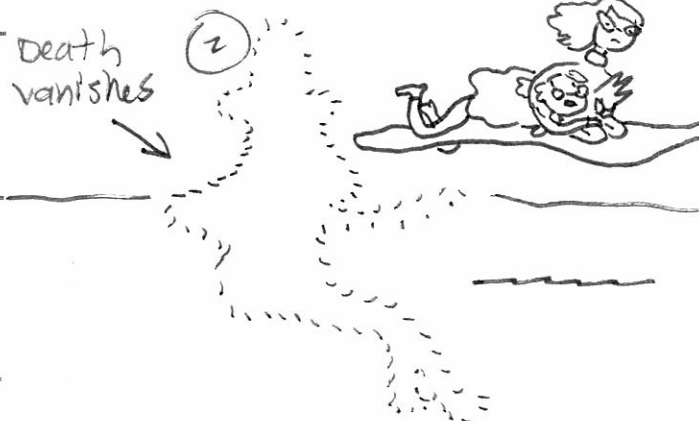
Dialog:

Death/ Fair enough.

Death/① see ya in a few

②

Action:



Timing:

Production :

EPISODE #

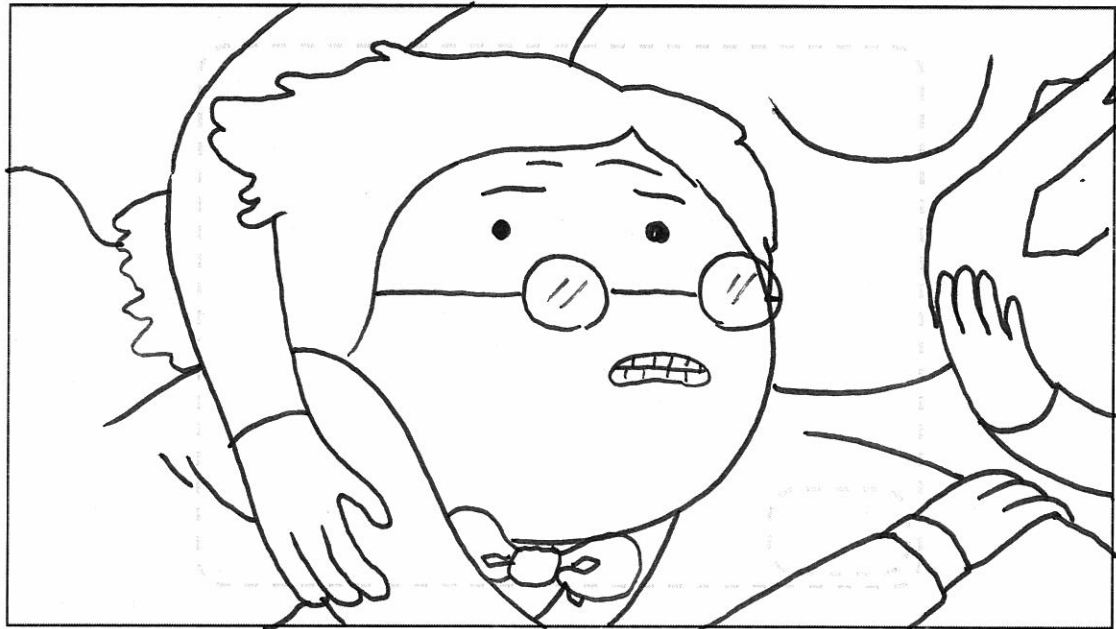
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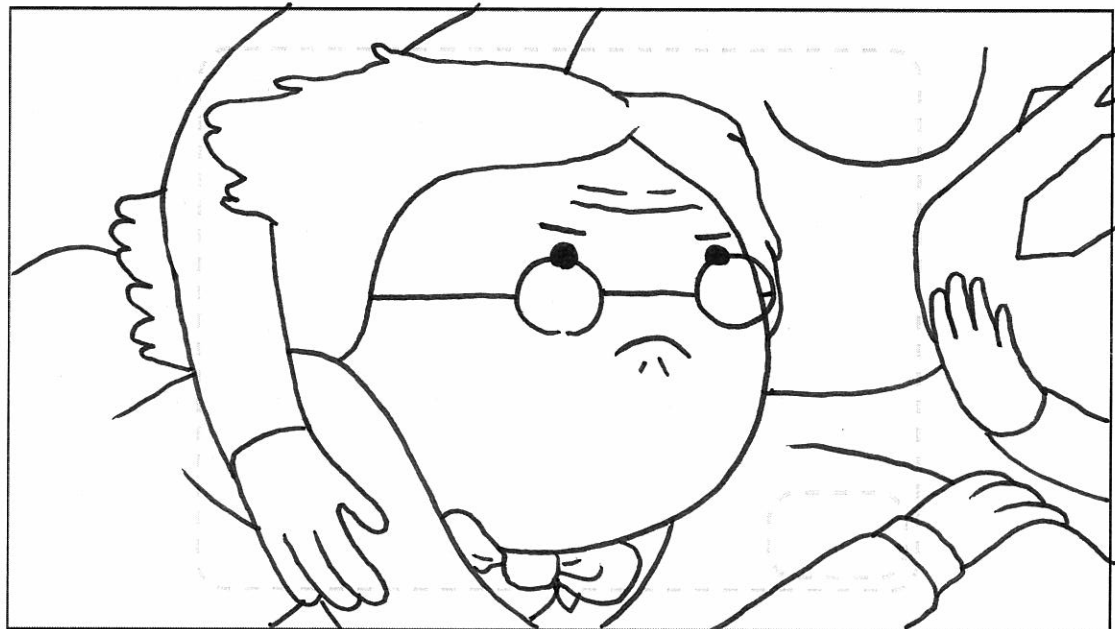
ADVENTURE TIME



Sc. 168 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
Action:
Timing:

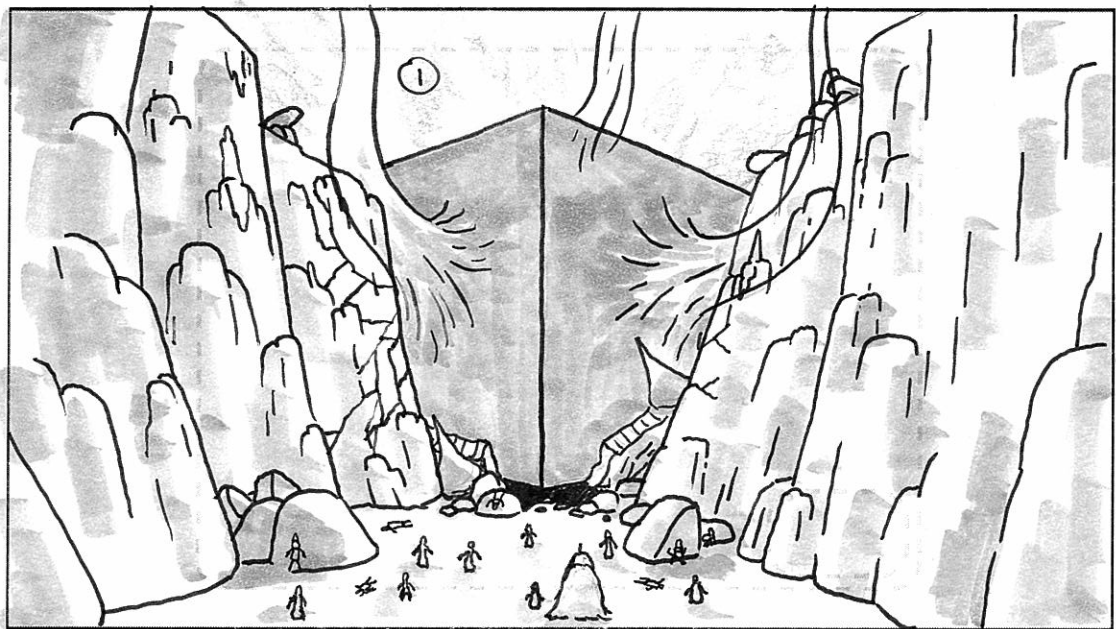
Production :  
EPISODE #  
1014-155

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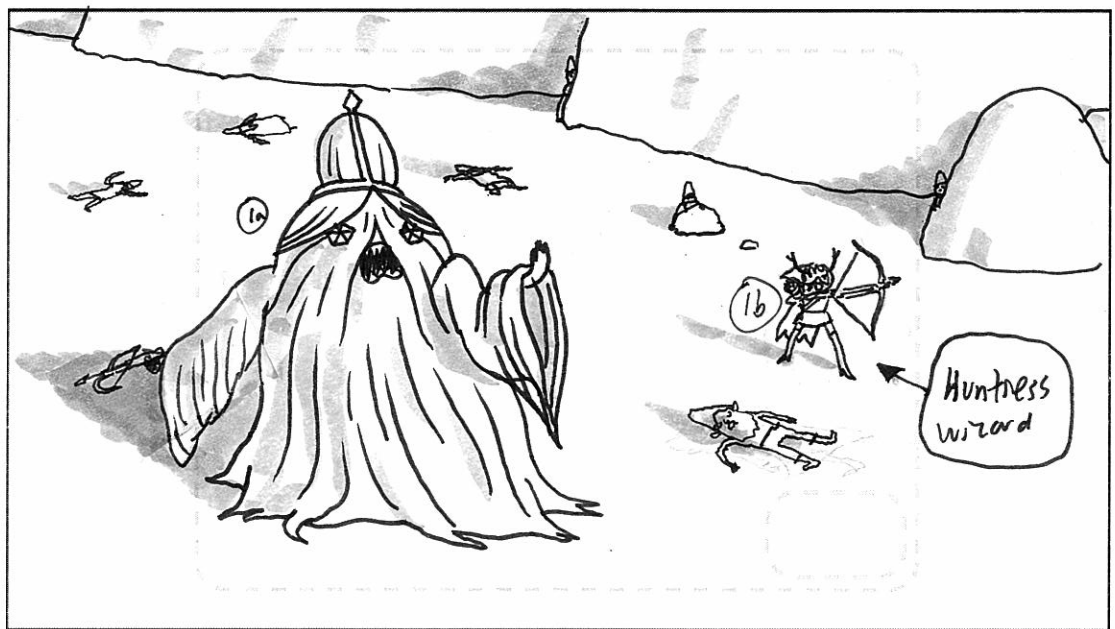
ADVENTURE TIME



Sc. 169 Pnl. A Bg. day night



Sc. 170 Pnl. A Bg. day night



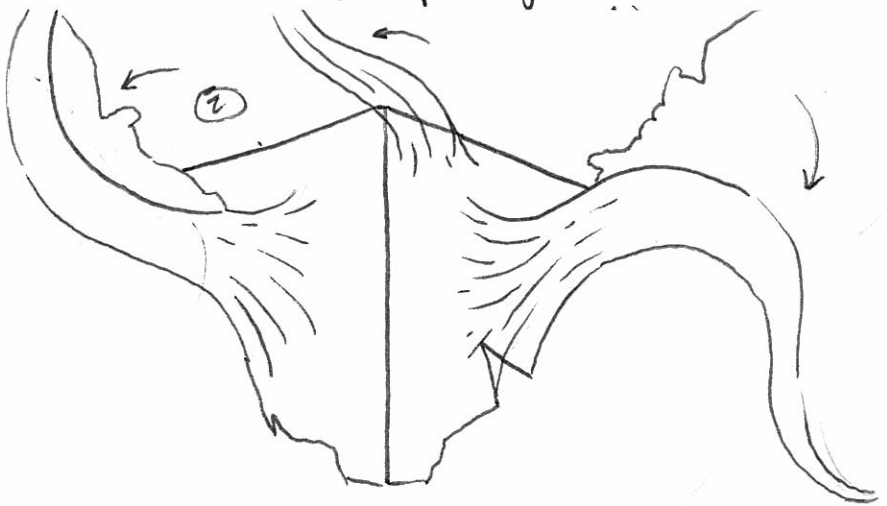
Dialog:

Bella Noche / GLWARCH  
(deeper digital distorted monster sound)

Action:

tentacles  
writhing

Timing:



GLW This bri@che@won't stop growing!



Produced

EPISODE #

1014-155



# ADVENTURE TIME



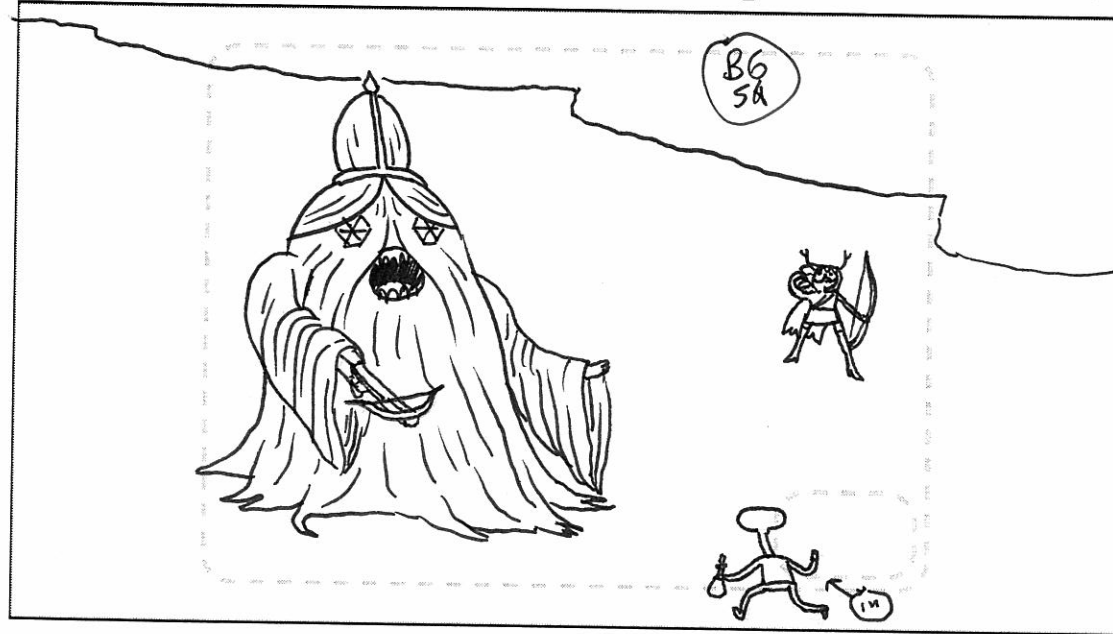
Page 185

Sc. 170

Pnl. B

Bg.

day night

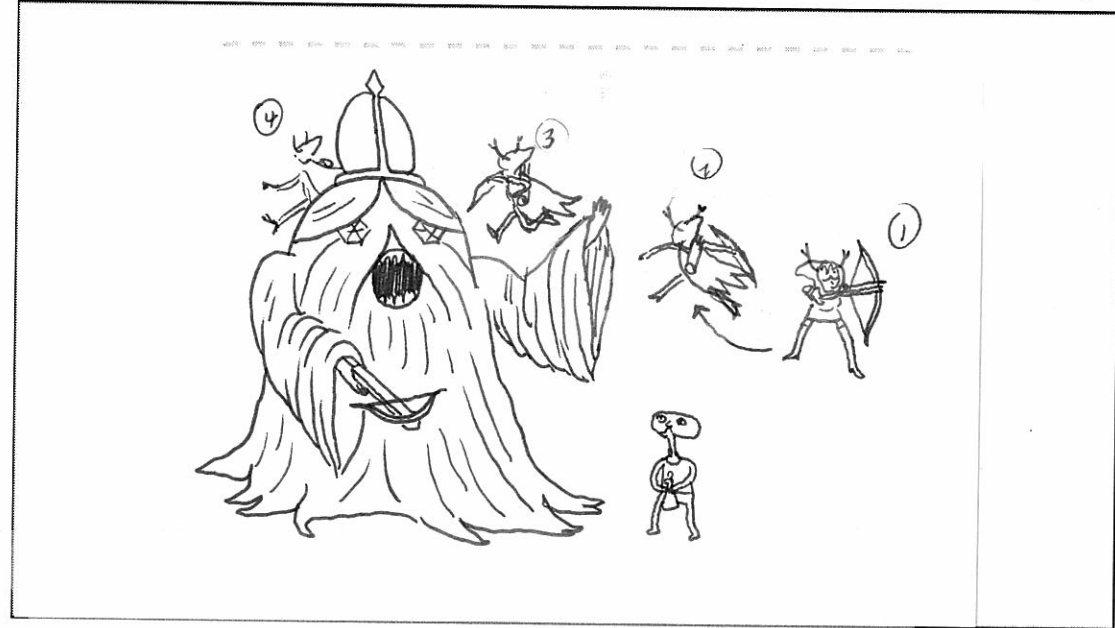


Sc.

Pnl. C

Bg.

day night



Dialog: GMW/ RON JAMES!

GMW/ what took

Action: Ron James runs on screen

Timing:

1014-155

EPISODE #

Production :

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# ADVENTURE TIME



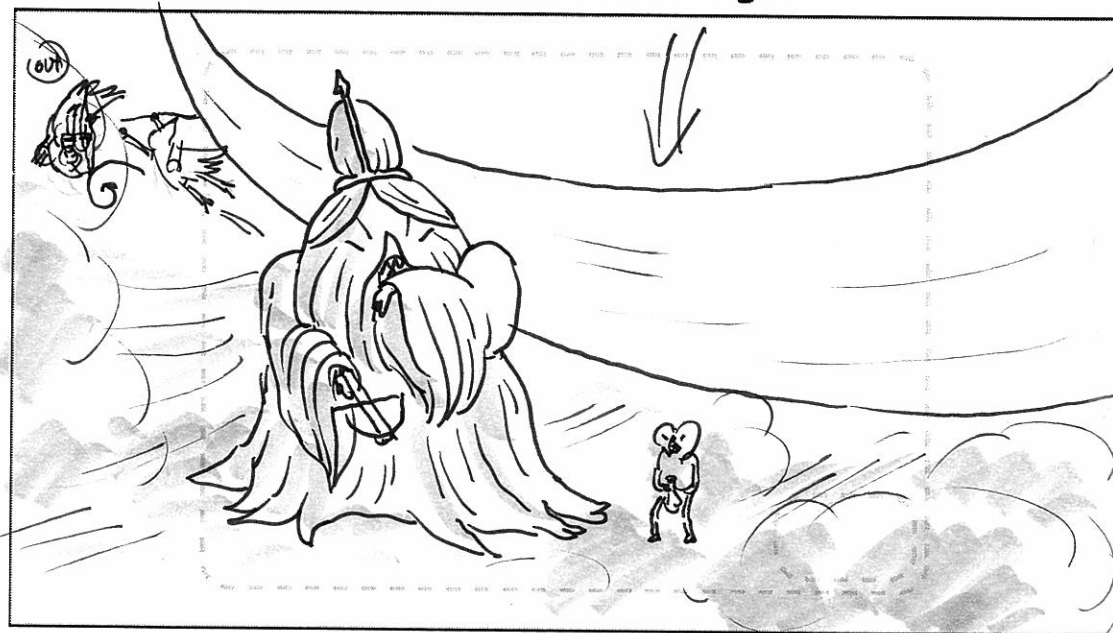
Page 186

Sc. 170

Pnl. D

Bg.

day night

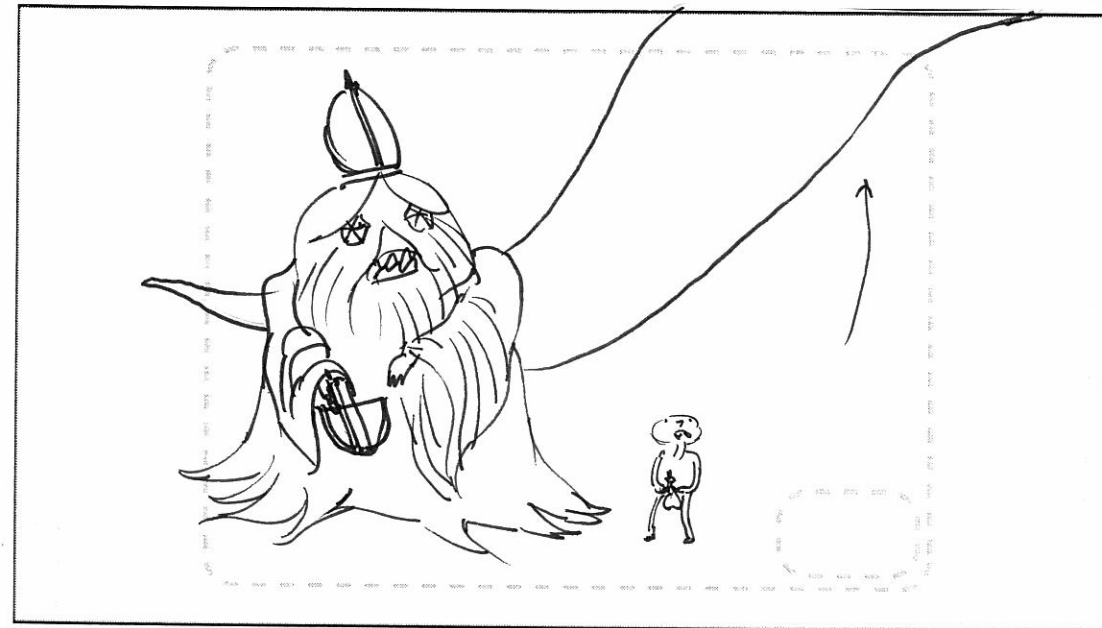


Sc.

Pnl. E

Bg.

day night



Dialog:

Bella Noche / GL WARGHCH !!

GMW! - YOV !?

= BWOOM! =

Action:

huntsress wizard flips away from  
tentacle

Timing:

Production :

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ADVENTURE TIME

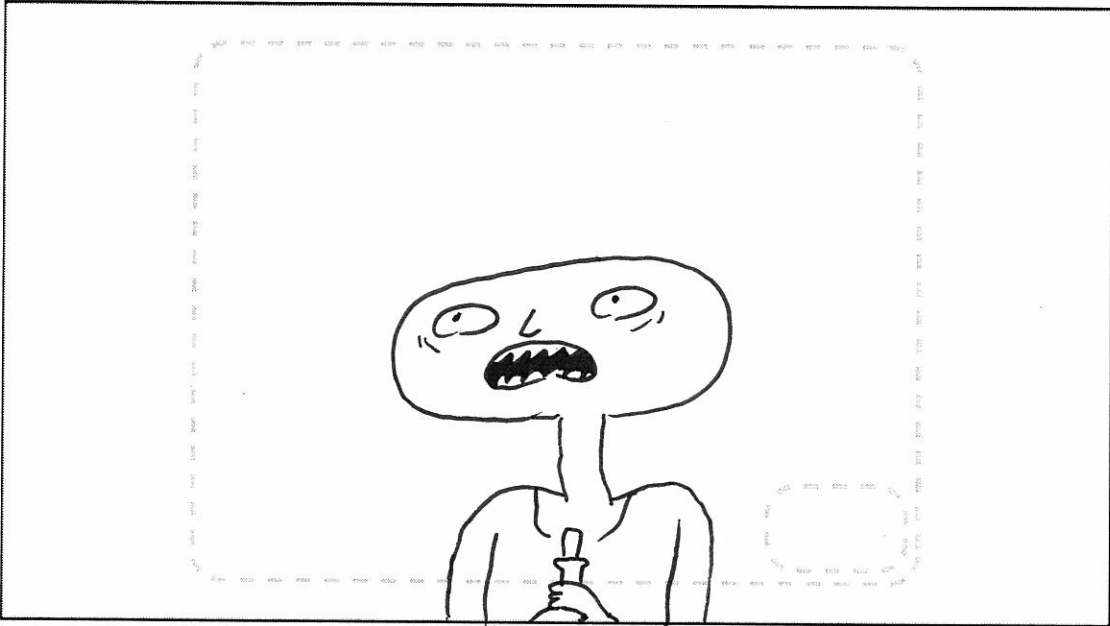


Sc. 171

Pnl. A

Bg.

day night

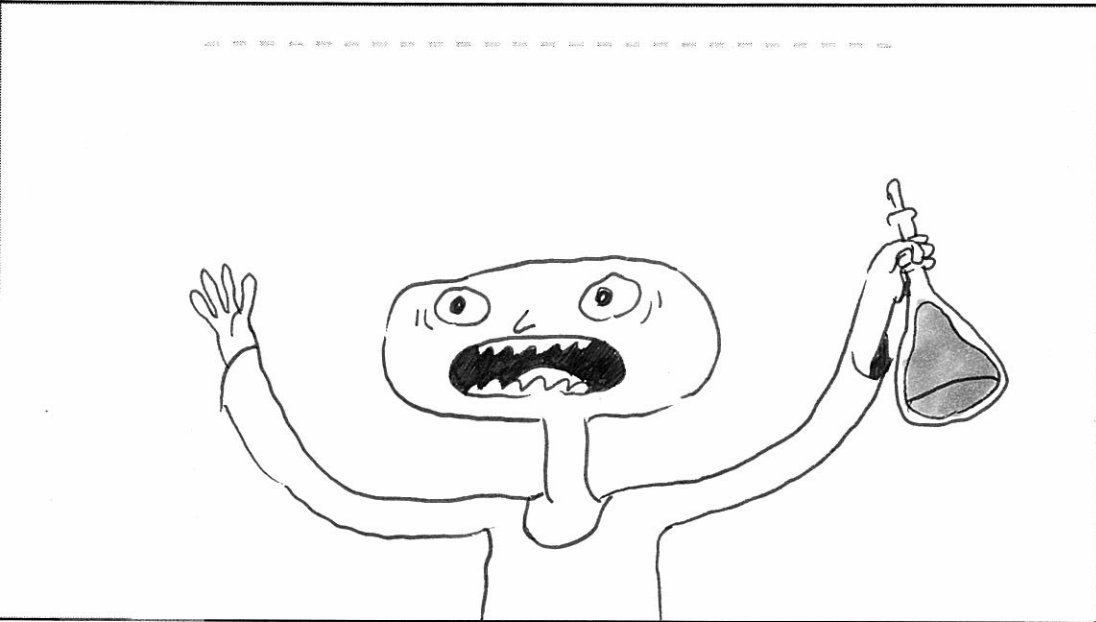


Sc.

Pnl. B

Bg.

day night



Dialog:

Ron James! Yo my lab got  
creamed!

RJ! I had to dummy rig an alchemical  
filter out of a dirty bidet  
and a vaporizer!

Action:

Timing:

EPISODE #

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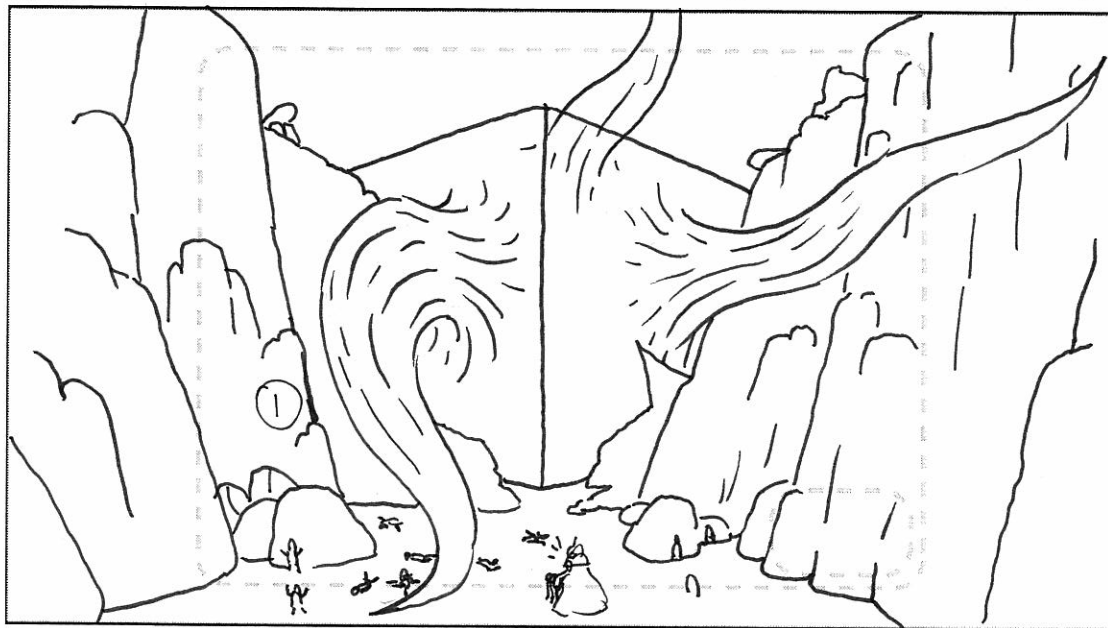
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Sc. 172

Pnl. A

Bg.

day night

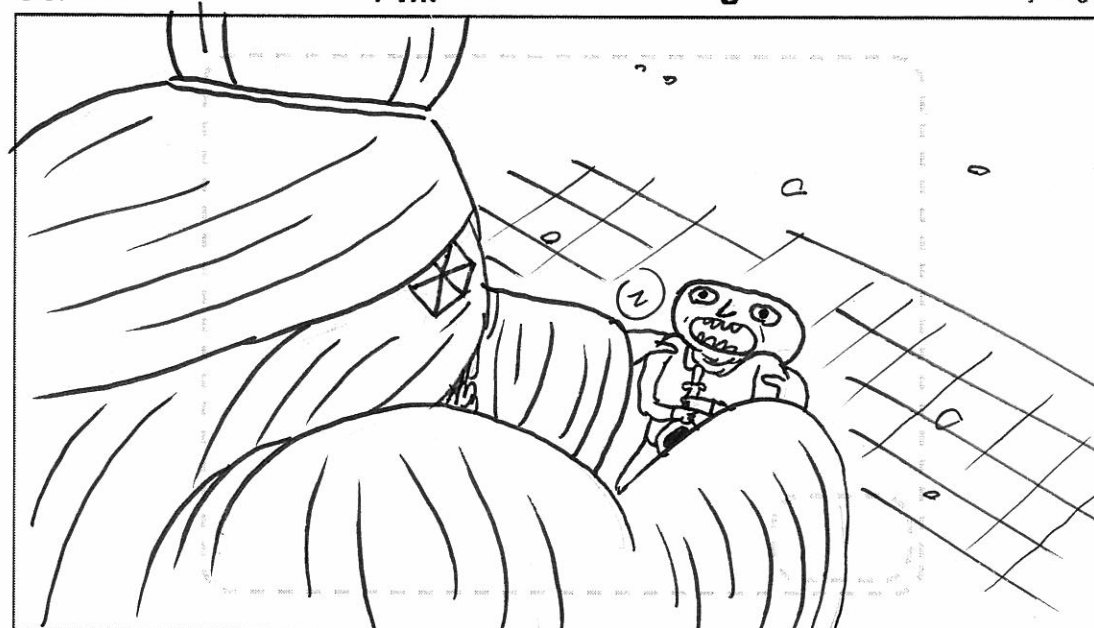


Sc. 173

Pnl. A

Bg.

day night



Dialog:

GMW/ BUT will the double  
negative magic work??!

RJ/ ① Heck yeah  
② Ron James-(cont)

Action:

Timing:



Production :

EPISODE #

1014-155

# ADVENTURE TIME



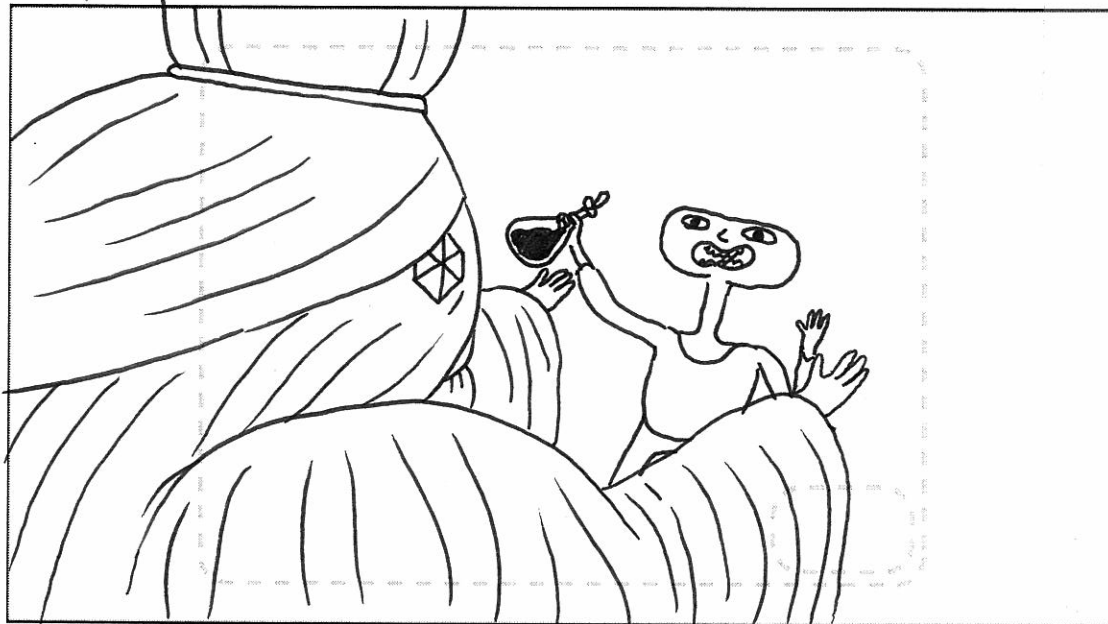
Page 189

Sc. 173

Pnl. B

Bg.

day night



Sc.

Pnl. C

Bg.

day night



Dialog: RJ(cont)/- Always delivers!

Action:

Timing:

RJ/① check it ② out brotha!



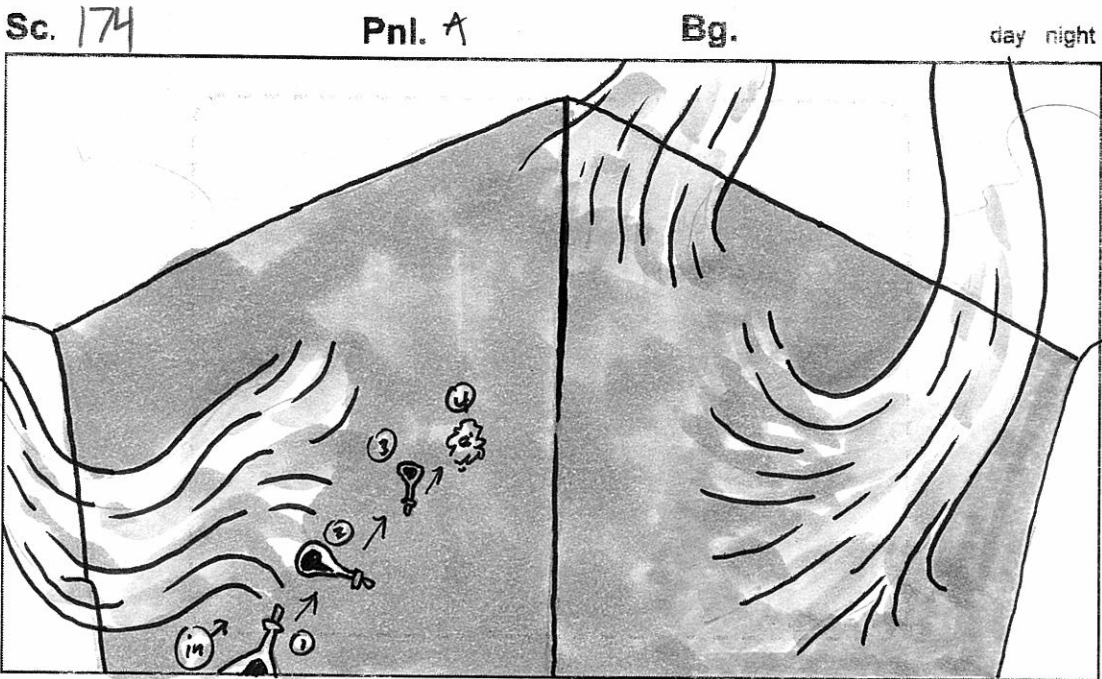
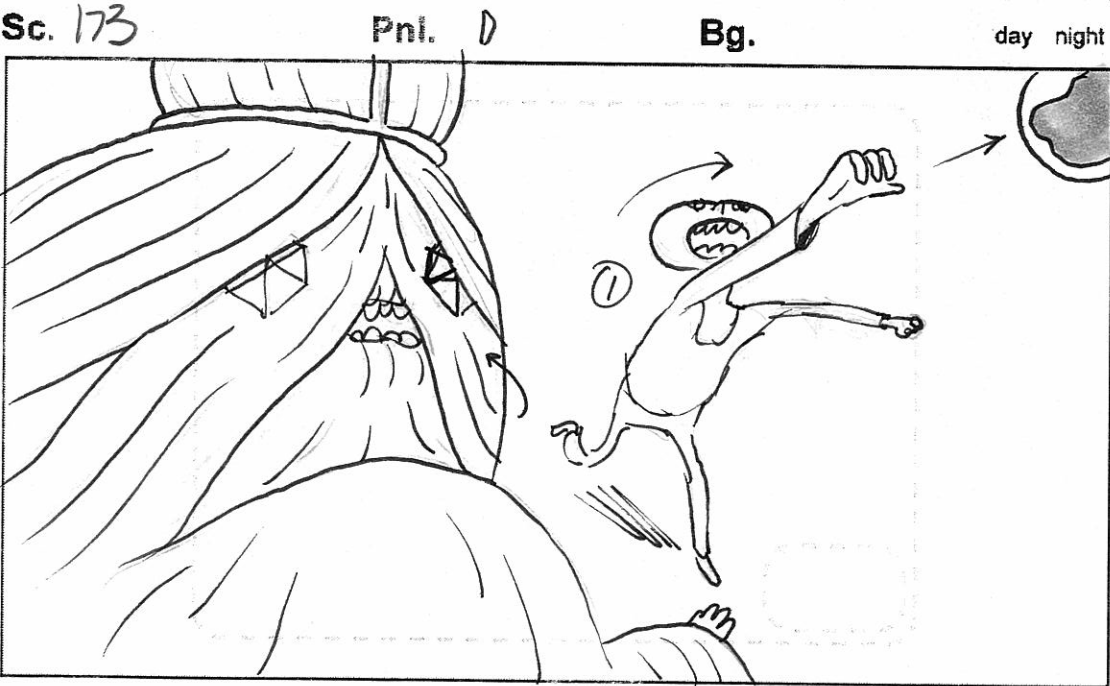
Production :

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# ADVENTURE TIME



Dialog: RJ/① YAAA! ②

Action:

Timing:



RJ(los)/ IN YOUR FACE!  
: smash:



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# ADVENTURE TIME



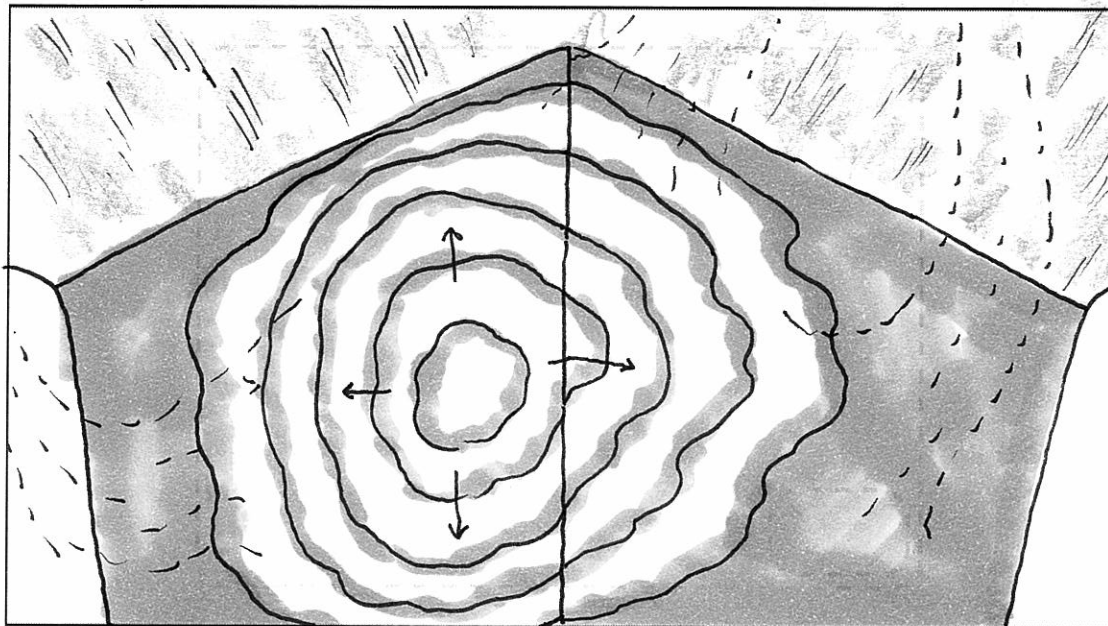
Page 191

Sc. 174

Pnl. B

Bg.

day night

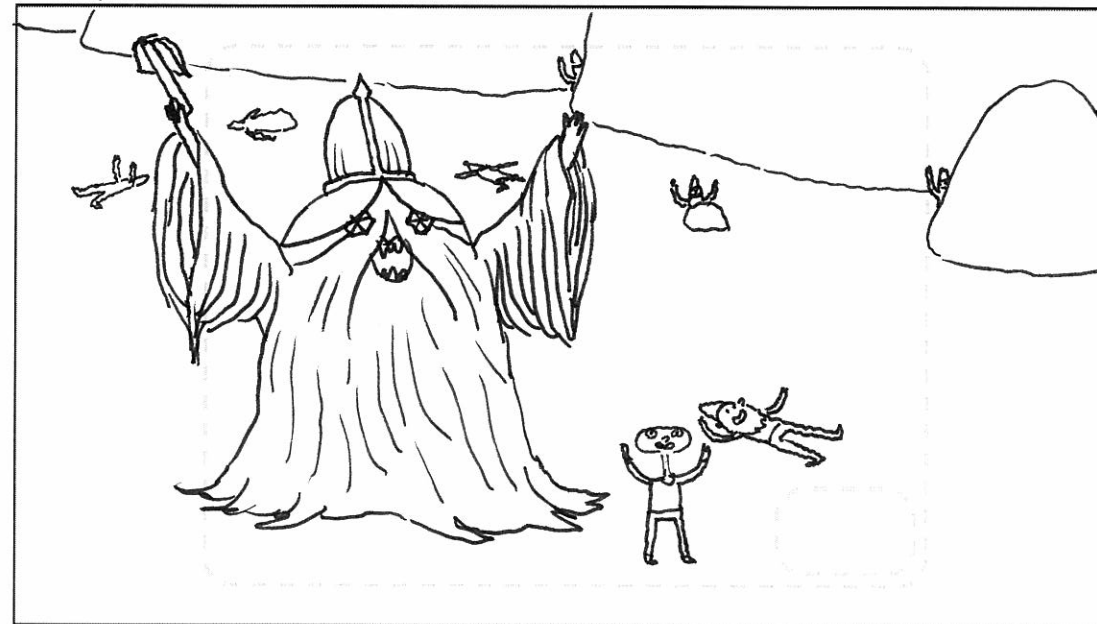


Sc. 175

Pnl. A

Bg.

day night



Dialog:

Bella Noche/ GAAHH!!

Wizard Walla/ Yeahhh!!

Action:

tentacles evaporate  
anti-magic spreads over cube  
energy sprays out from top of cube

Timing:

Production :

EPISODE #

1014-155



ADVENTURE TIME

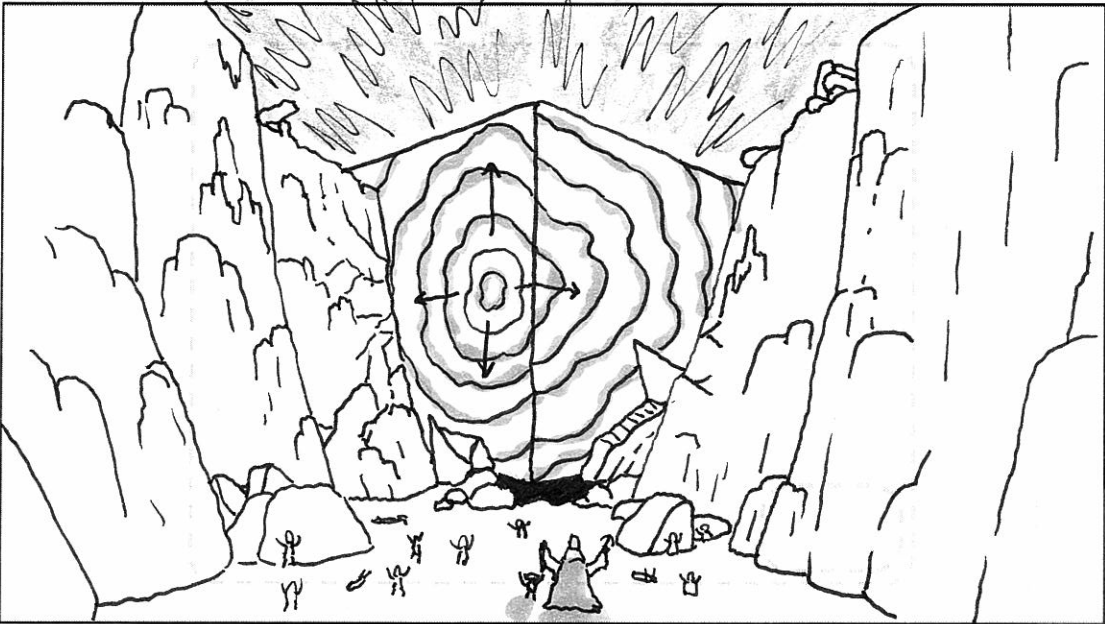


Sc. 176

Pnl. A

Bg.

day night



Dialog:

Bella Noche/ AAAGHH!!

Action:

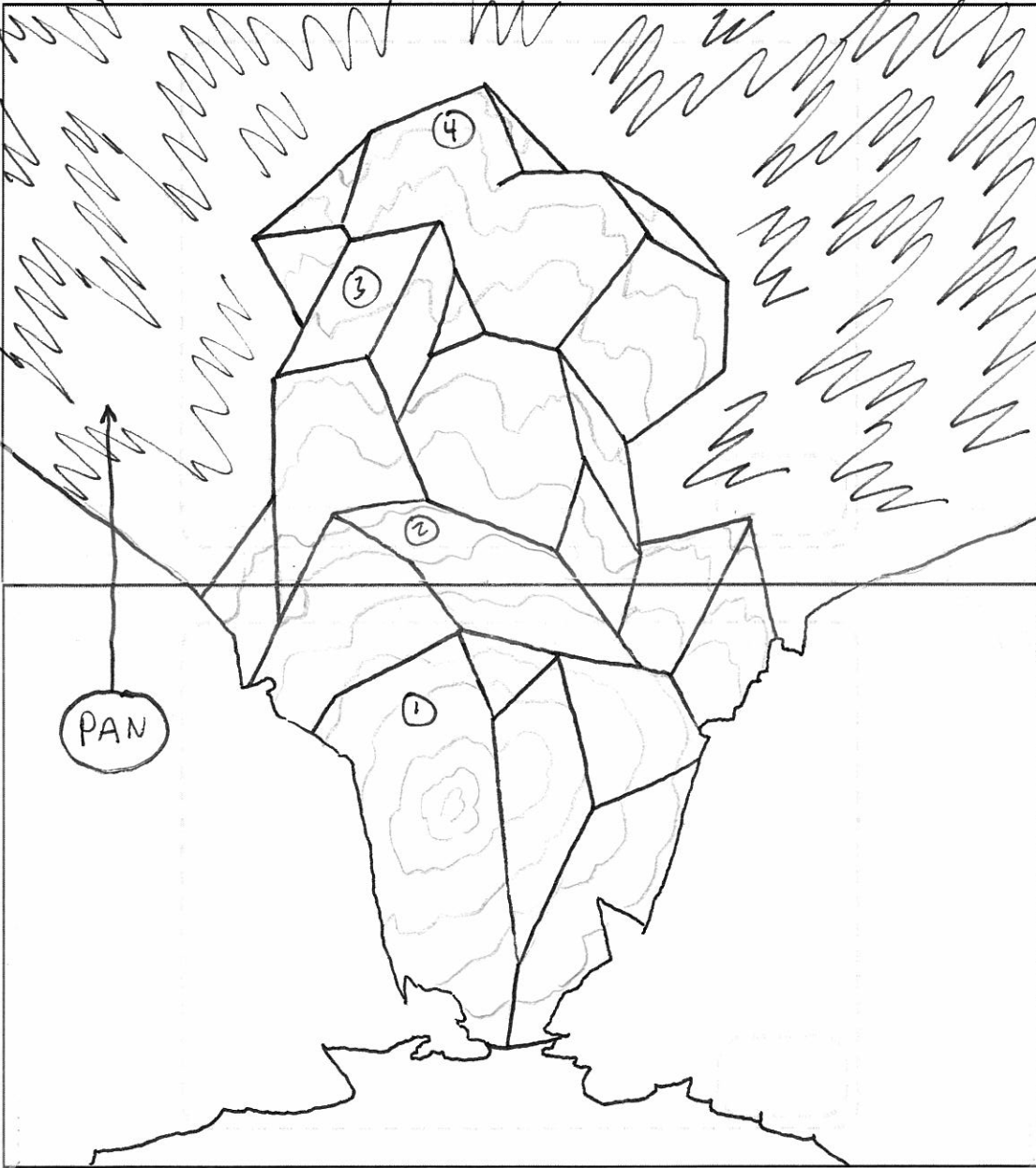
Timing:

Sc.

Pnl. B

Bg.

day night



Production :

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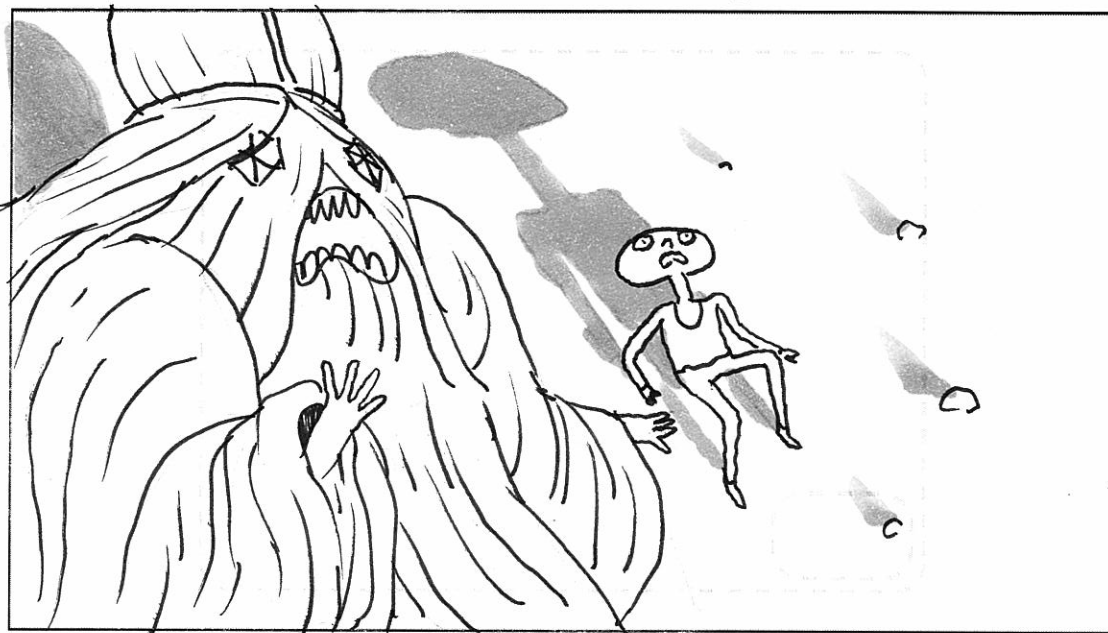
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Sc. 177

Pnl. A

Bg.

day night

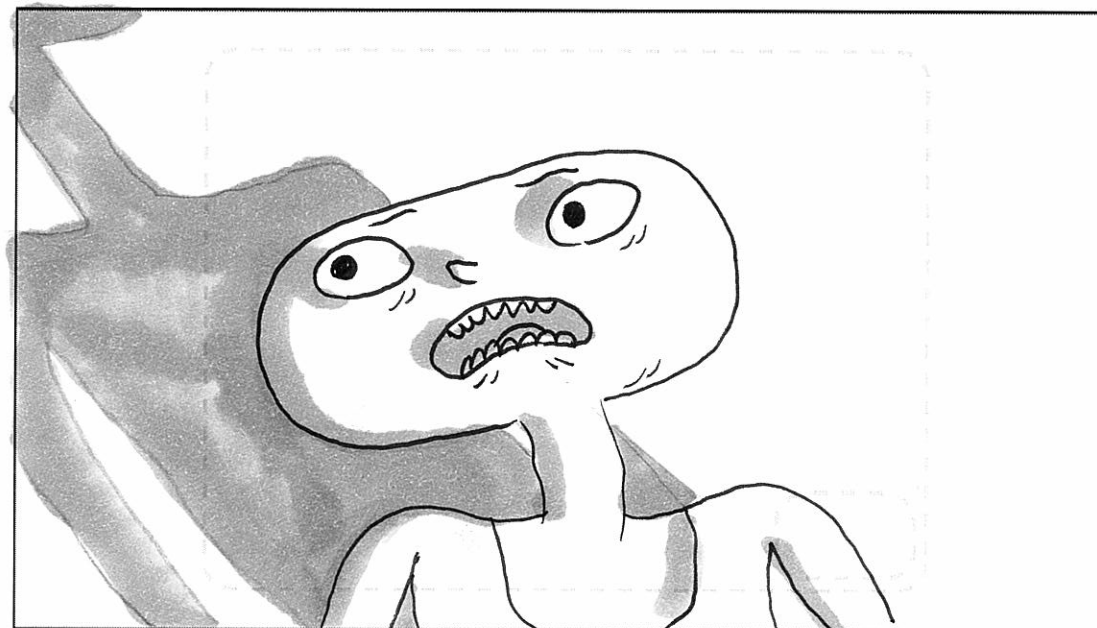


Sc. 178

Pnl. A

Bg.

day night



Dialog: GMW/ RON JAMES WHAT THE  
STINK IS THAT !?

RJ/ MY LAB CONDITIONS WERE  
NOT IDEAL!

Action:

Timing:

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Production :

ADVENTURE TIME

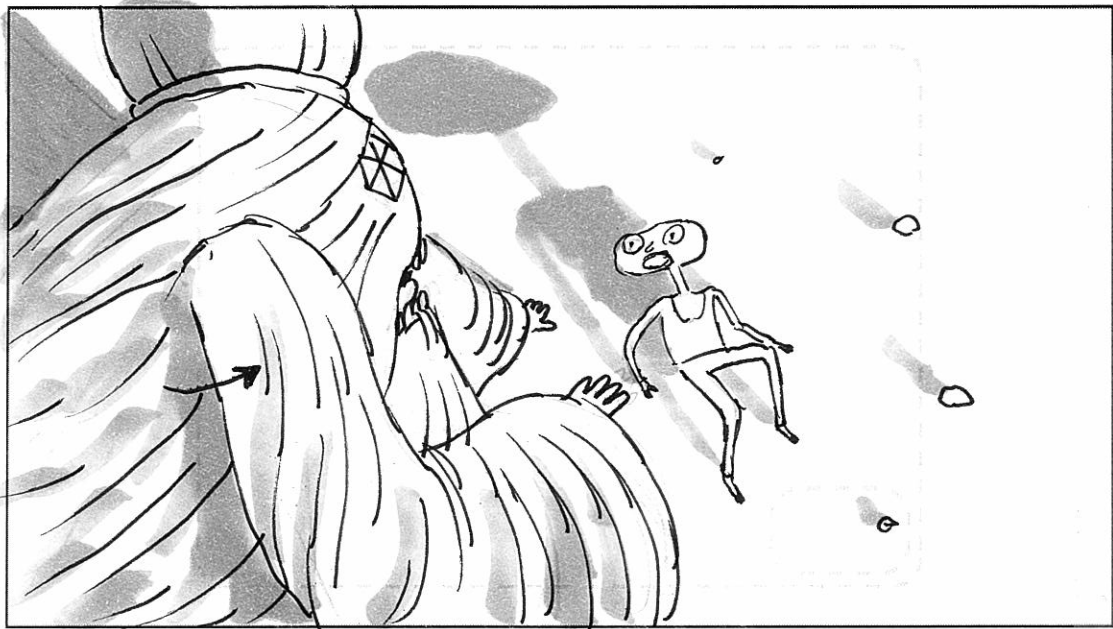


Sc. 179

Pnl. A

Bg.

day night

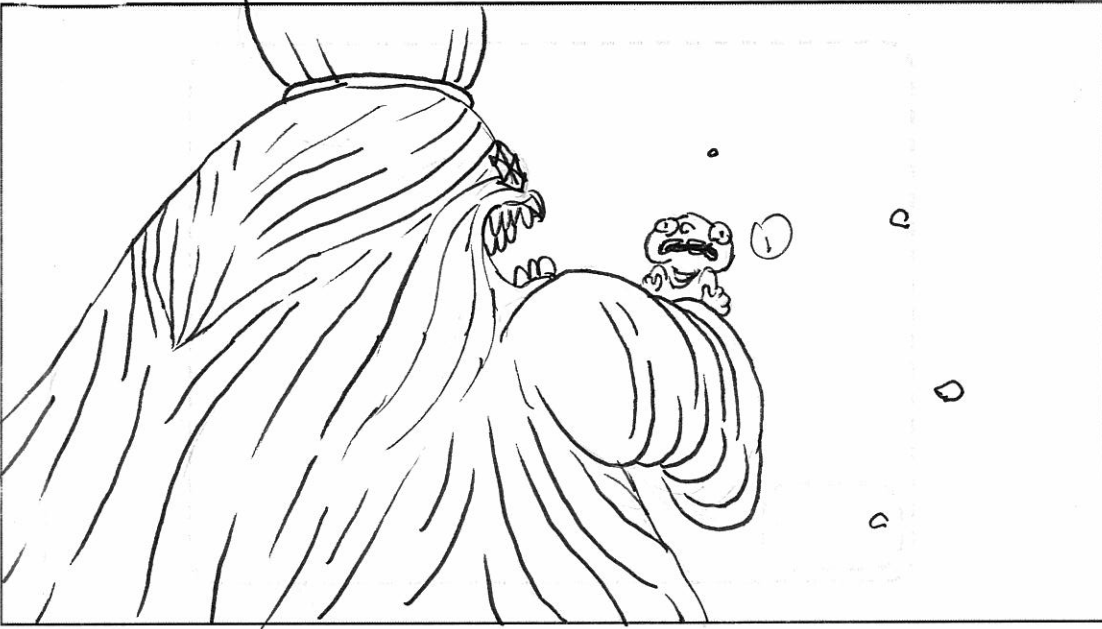


Sc.

Pnl. B

Bg.

day night



Dialog: GRAW! BUT YOU DID NOT DELIVER! → YOU DID NOT!!

Action:

Timing:



GRAW shaking  
Ron James  
① → ② → ① → ②

Production :

EPISODE #

1014-155

# ADVENTURE TIME



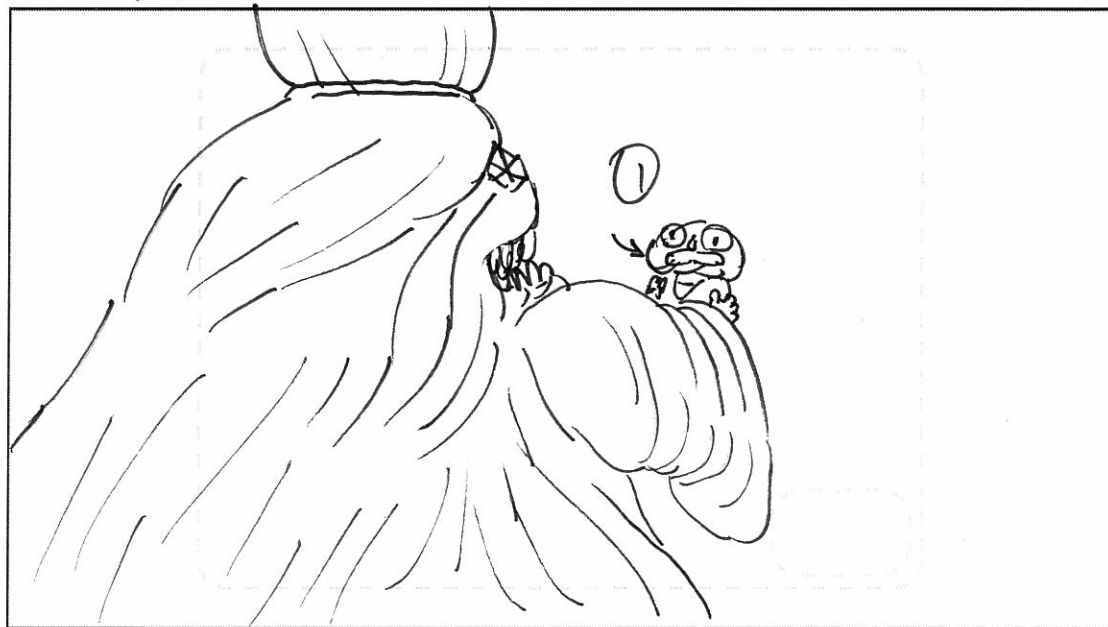
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Sc. 179

Pnl. C

Bg.

day night

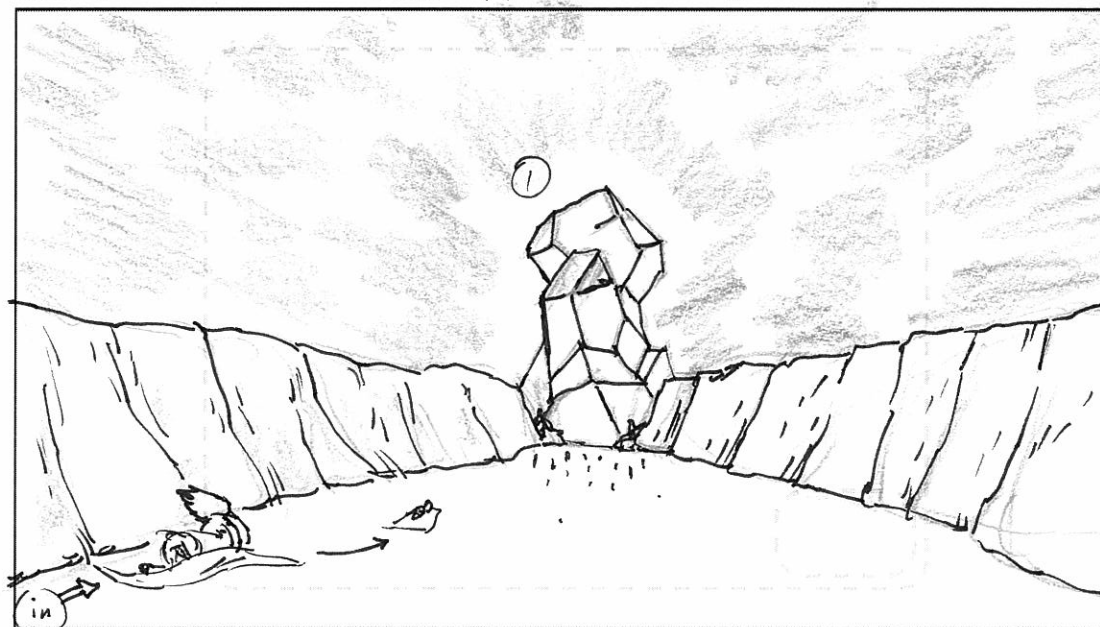


Sc. 180

Pnl. A

Bg.

day night



~~Don James~~ peace  
man  
oughgh!  
①-②-①-②

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



Production :

EPISODE #

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ADVENTURE TIME

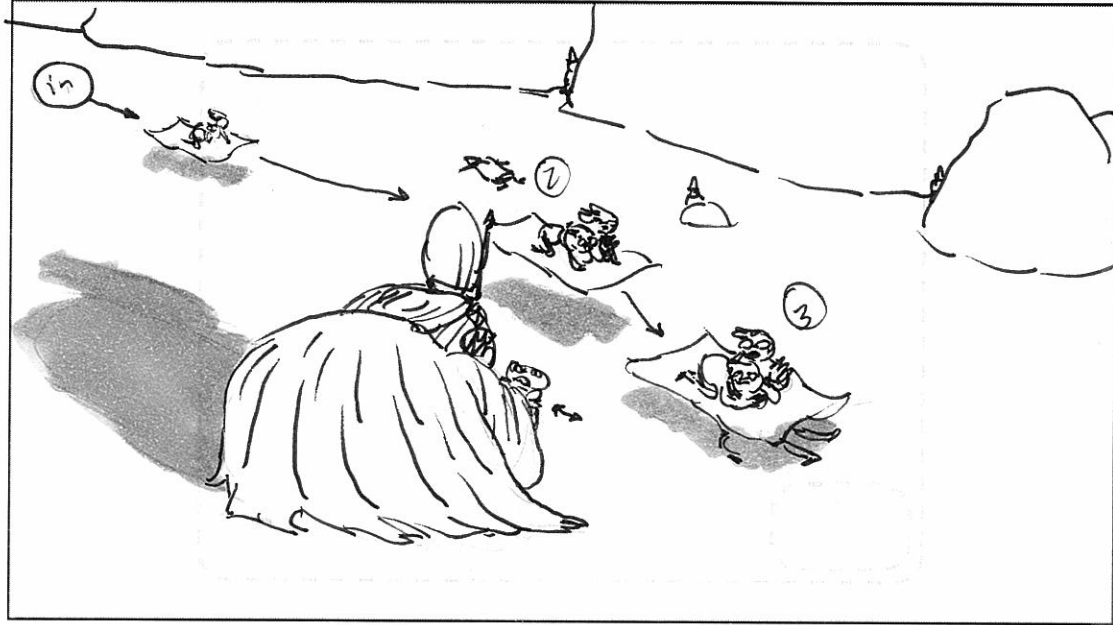


Sc. 181

Pnl. A

Bg.

day night

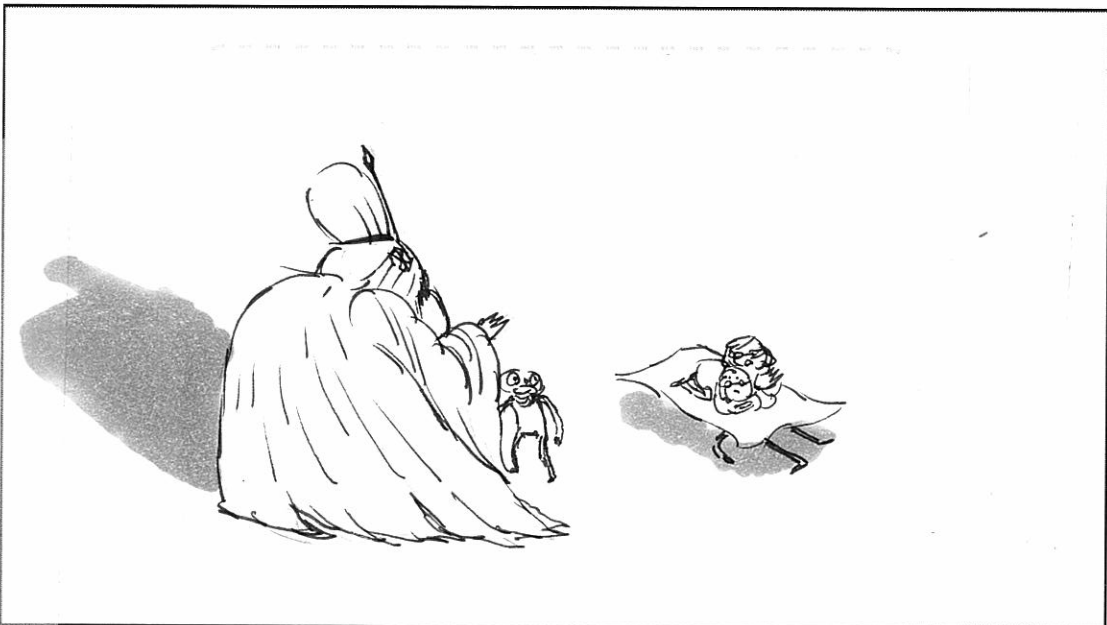


Sc.

Pnl. B

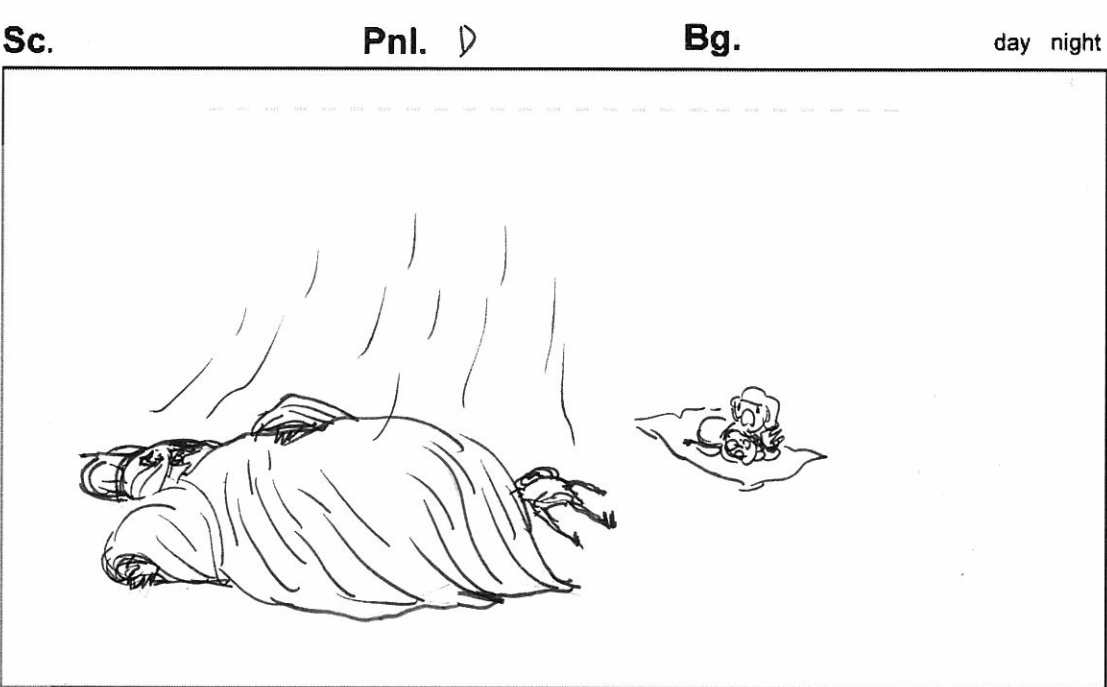
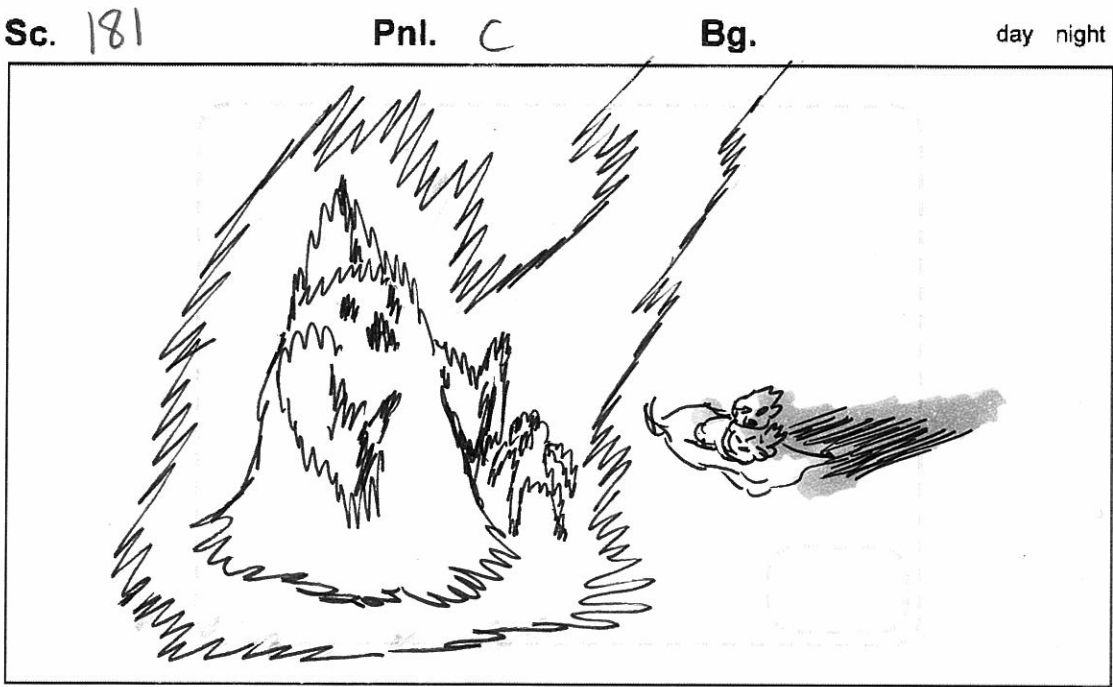
Bg.

day night



Dialog:	Betty/ We're here to help!	GW + RJ/ Help how??
Action:		
Timing:		

ADVENTURE TIME



Dialog:	Z A P	RJ+GMW/ ughhh
Action:		
Timing:		

Production :

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# ADVENTURE TIME



Page 198

Sc. 182

Pnl. A

Bg.

day night



Sc. 183

Pnl. A

Bg.

day night



Dialog: GMW/ We're toast bro...  
all magic is lost...

Action:

Timing:

Simon/ unh!



Production :

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ADVENTURE TIME



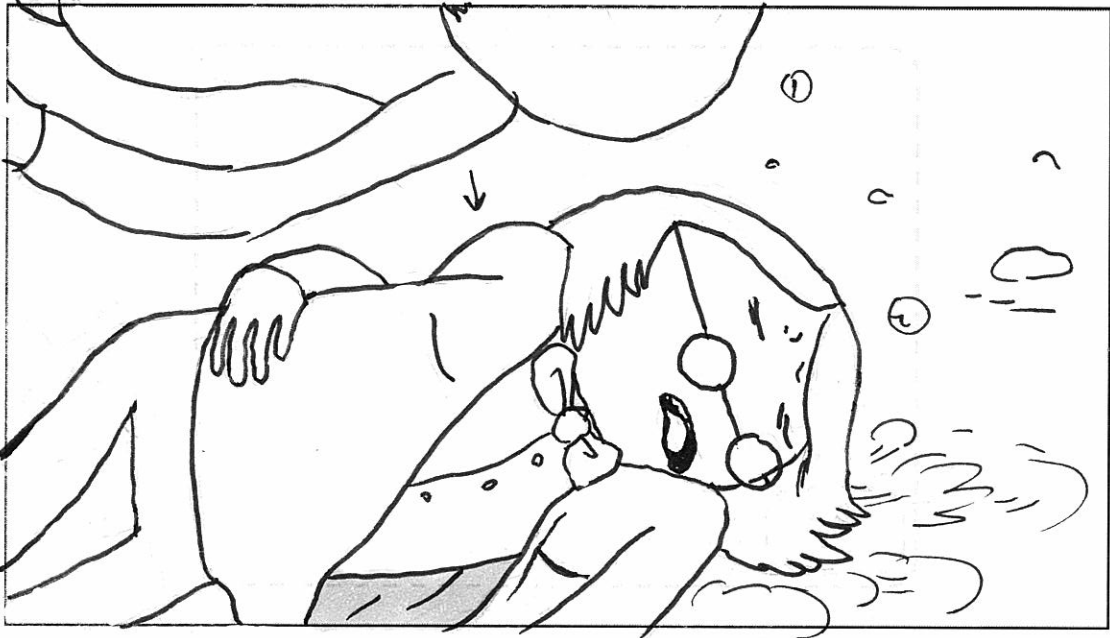
Sc. 183 Pnl. B Bg. day night



Dialog: Betty / Simon! Simon / OFF!



Sc. 184 Pnl. A Bg. day night



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# ADVENTURE TIME



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Sc. 184

Pnl. B

Bg.

day night

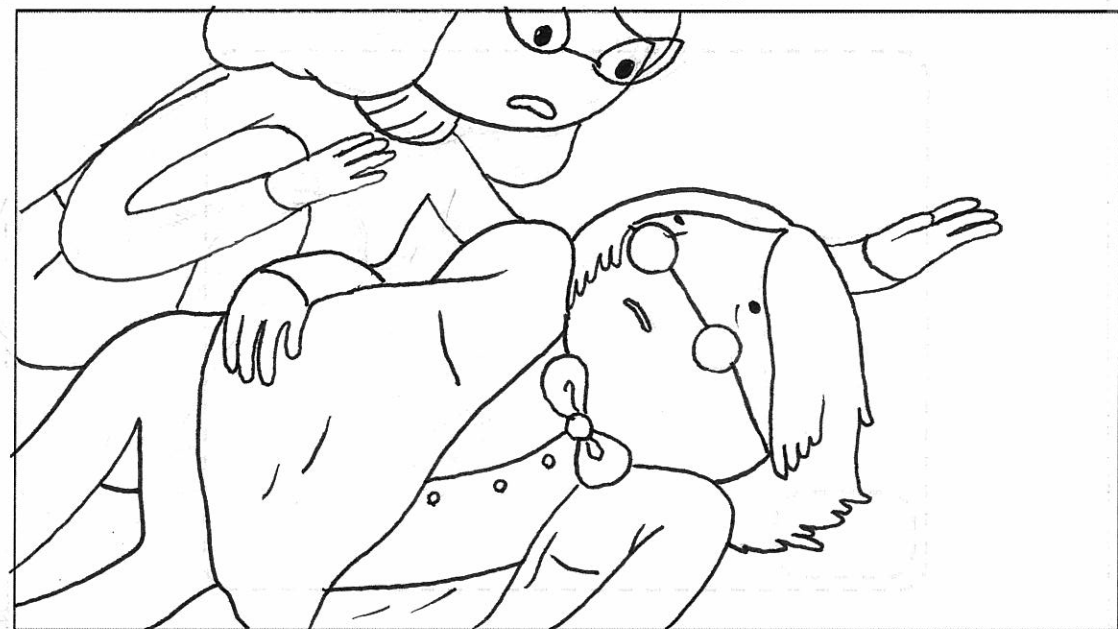


Sc.

Pnl. C

Bg.

day night



Dialog:

Betty/ Hey dont scare me like that ! →

Action:

Timing:

EPISODE #

Production :

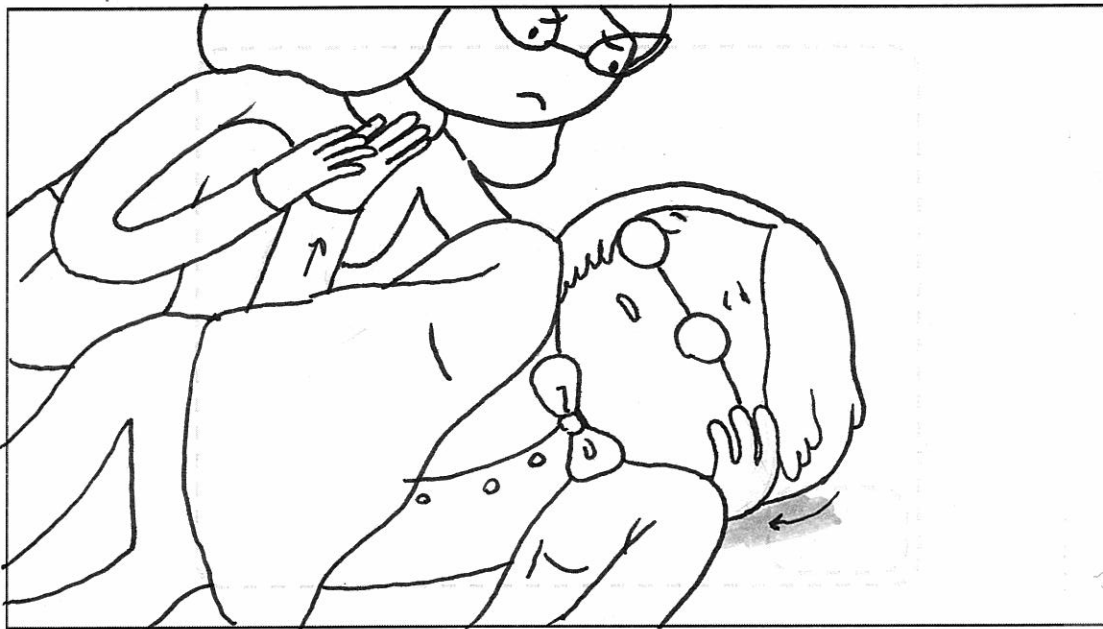
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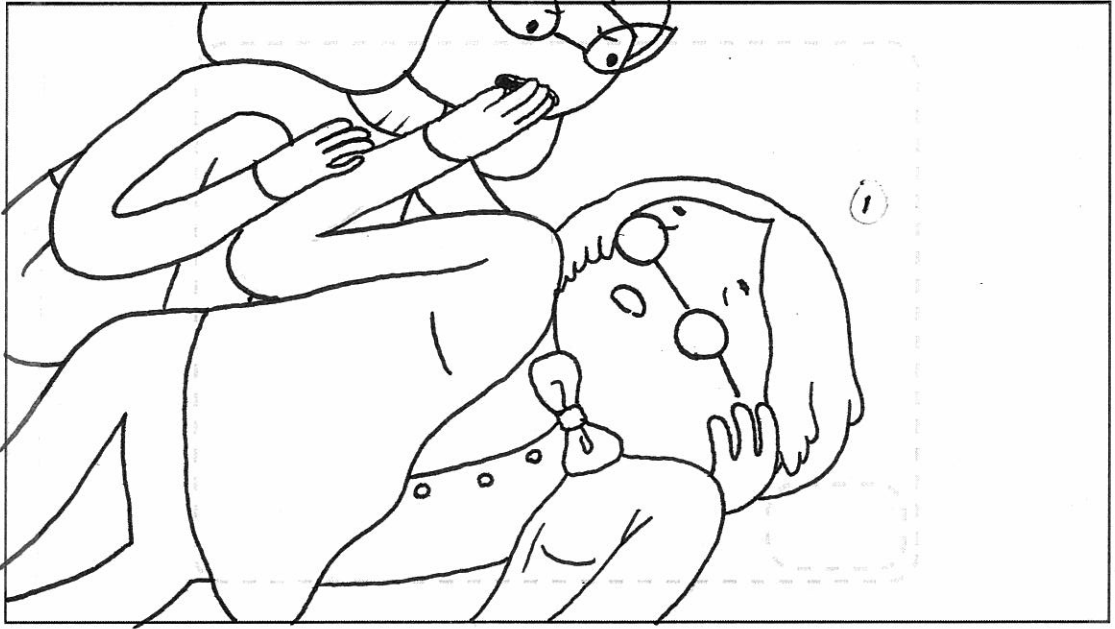
ADVENTURE TIME



Sc. 184 Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



Dialog: Simon! No time for "scare"

Action:

Timing:

S/① ..just hold my hand  
② to your face



EPISODE #

Production :

1014-152

ADVENTURE TIME



Sc. 185

Pnl. A

Bg.

day night

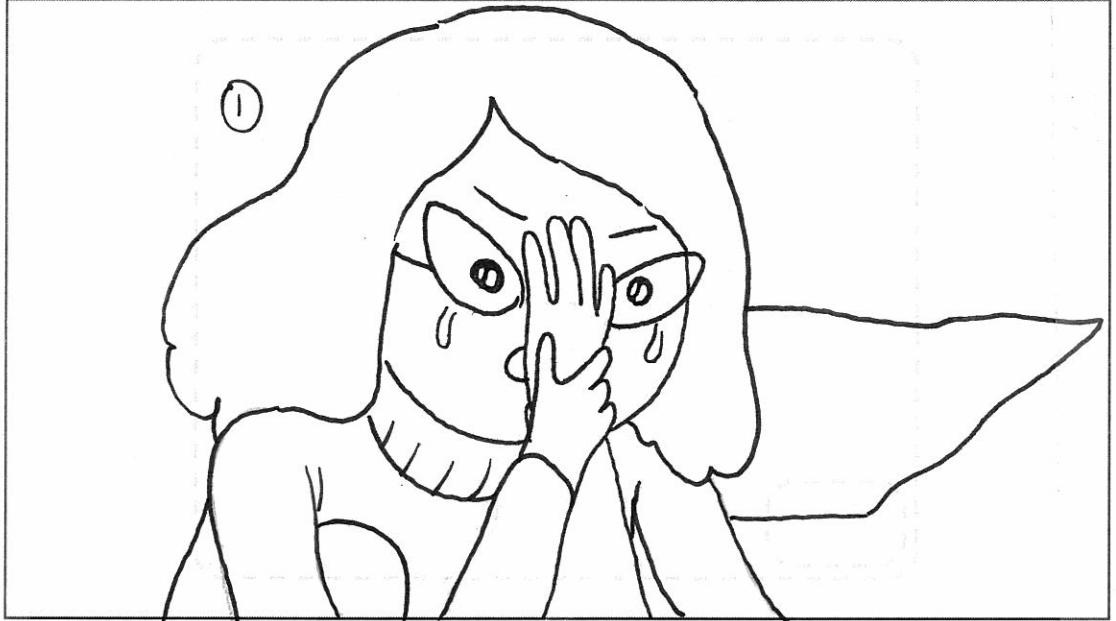


Sc.

Pnl. B

Bg.

day night



Dialog:	S/... thing will be my last sensation...	Betty/ DON'T -
Action:		
Timing:		

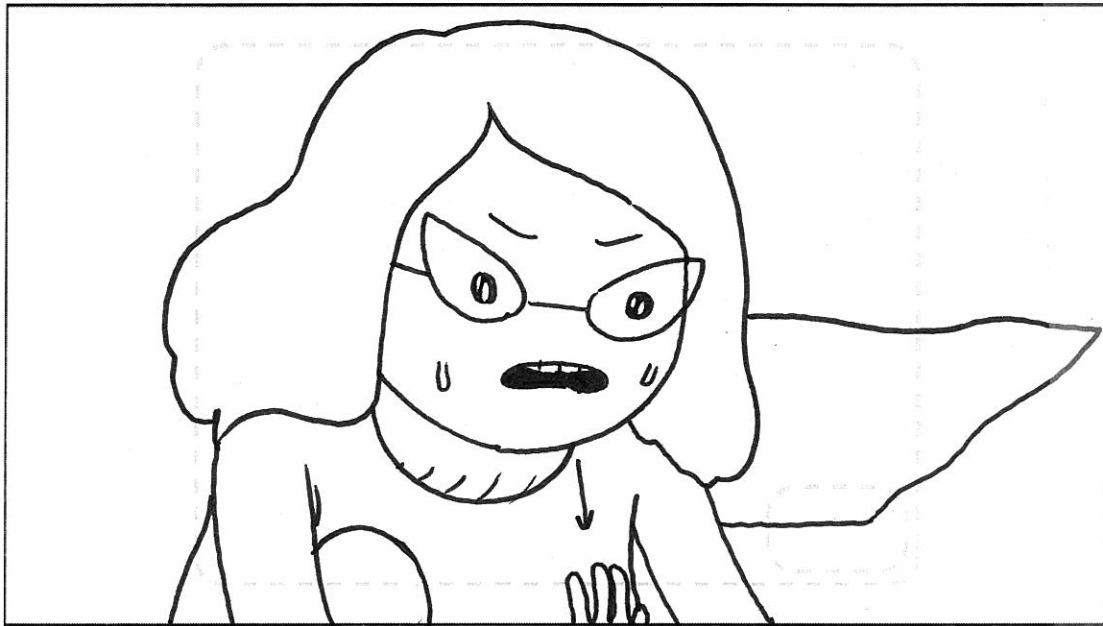
1014-155  
EPISODE #  
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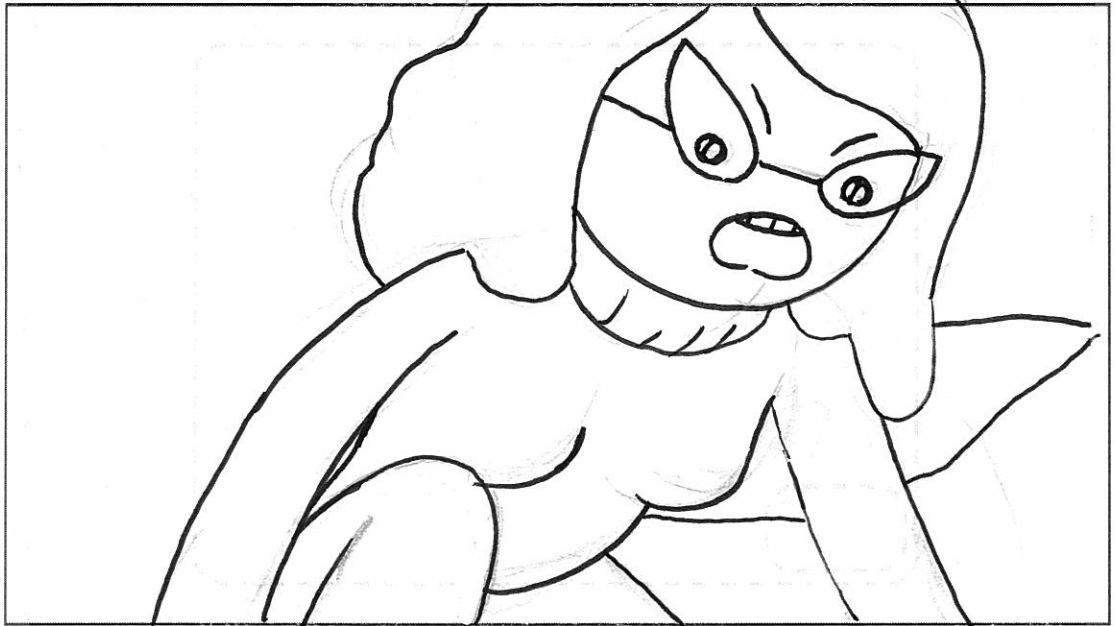
ADVENTURE TIME



Sc. 185 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	Betty/(cont) - B E A -	B/- WIMP -
Action:	pull down hand	
Timing:		

Production : EPISODE #

1014-155

ADVENTURE TIME

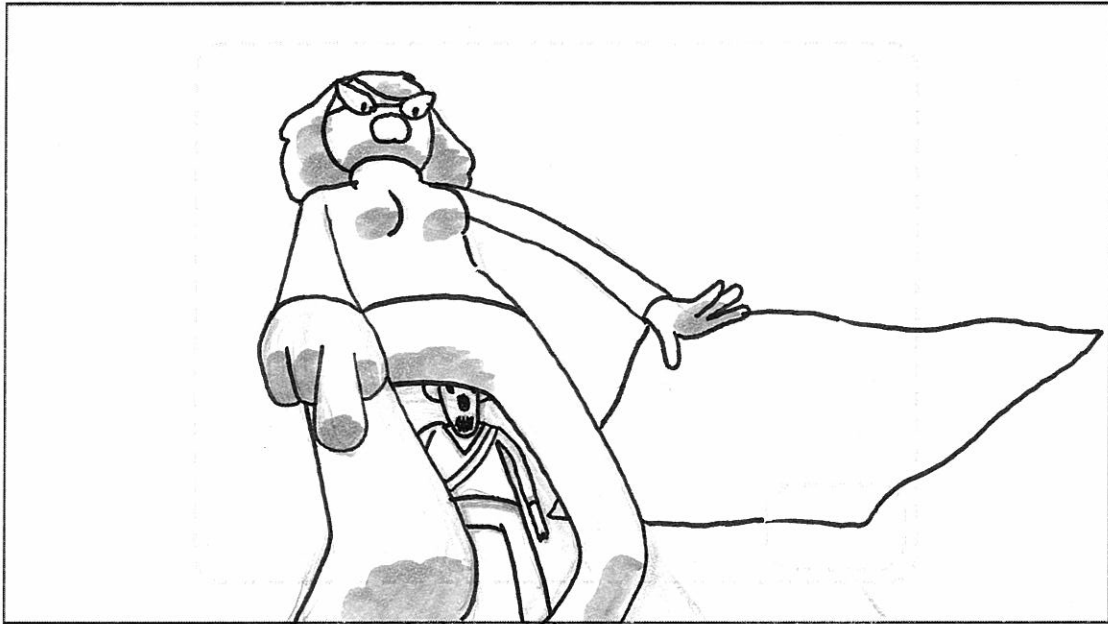


Sc. 186

Pnl. A

Bg.

day night

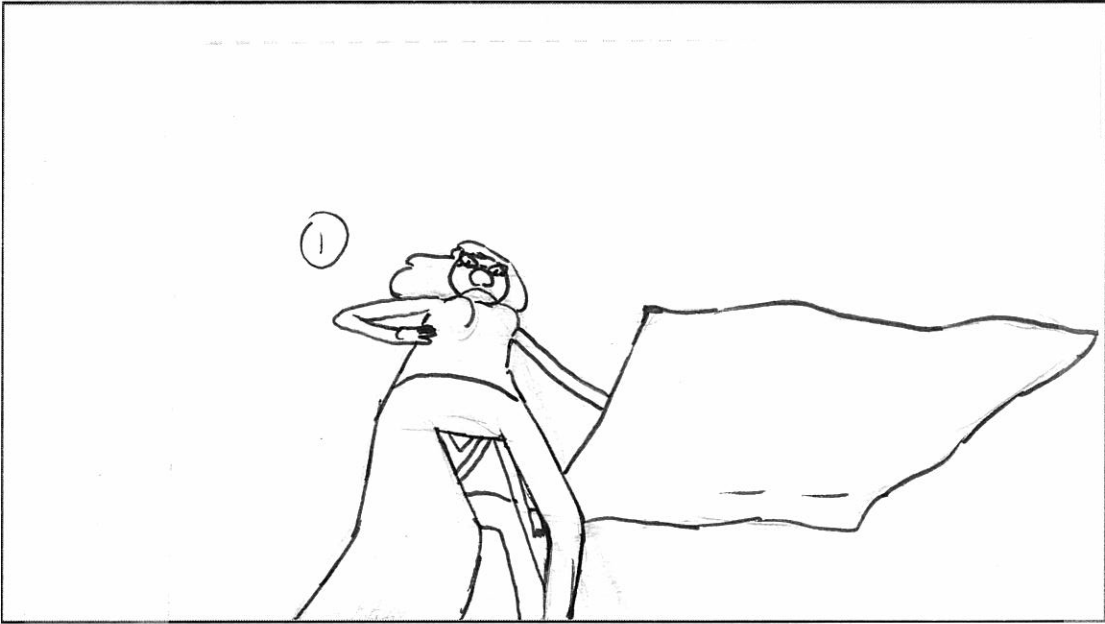


Sc.

Pnl. B

Bg.

day night



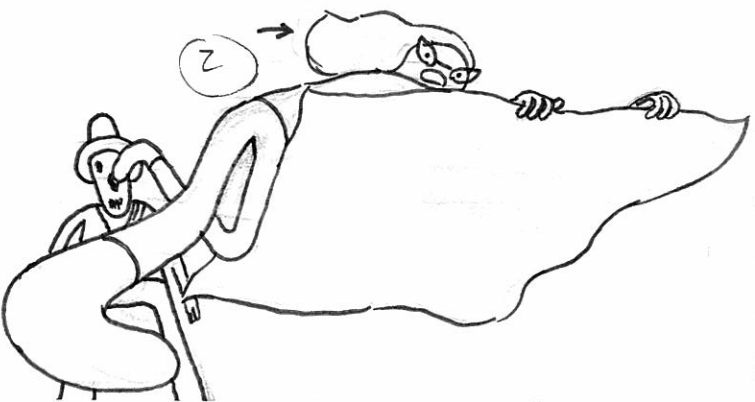
Dialog:

B/-SIMON!

Action:

Timing:

Betty/ ① Just give ② me a



EPISODE #

Production :

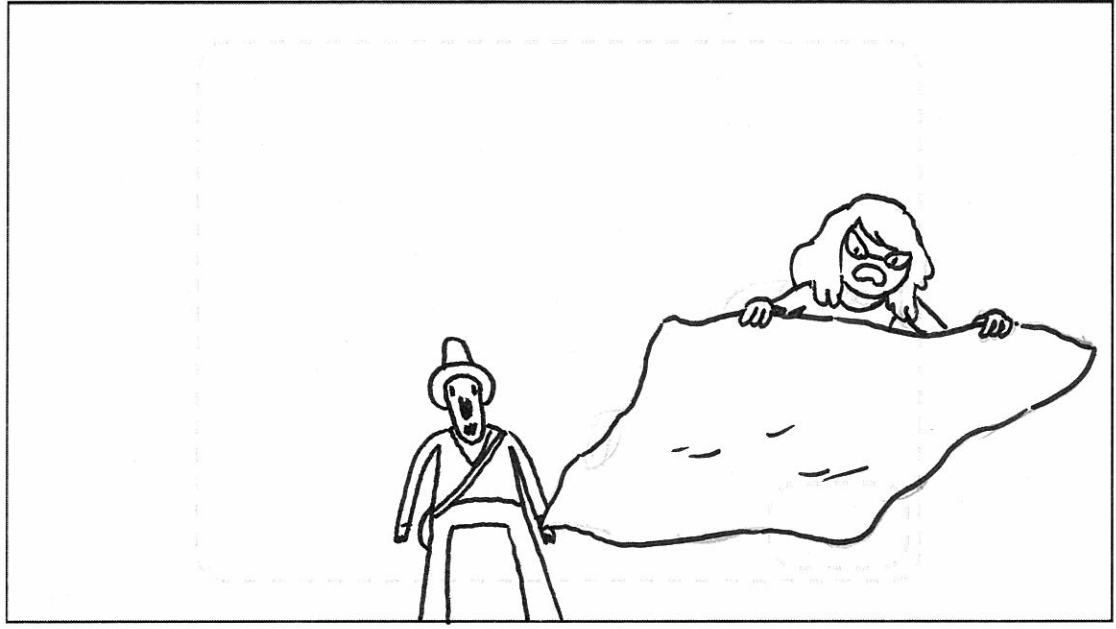
1014-155

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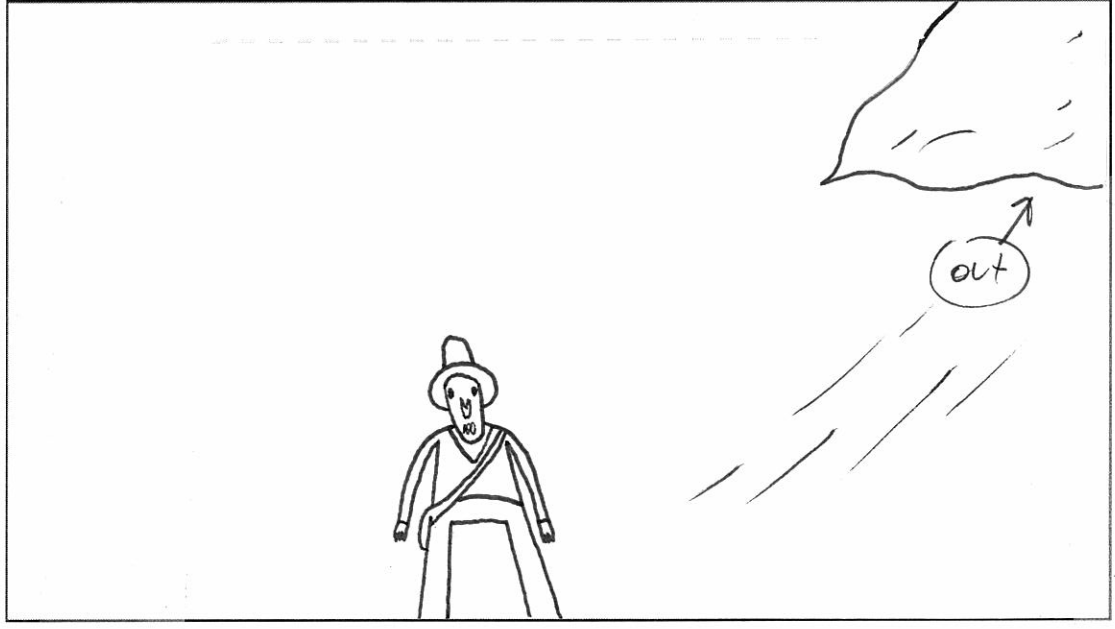
# ADVENTURE TIME



Sc. 186 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	B-a second!	Death! You got about 15 seconds
Action:		
Timing:		

EPISODE #

Production :

1014-155



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ADVENTURE TIME



Sc. 187 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
Action: hair waving in the wind
Timing:

Production : EPISODE #

1014-155

ADVENTURE TIME

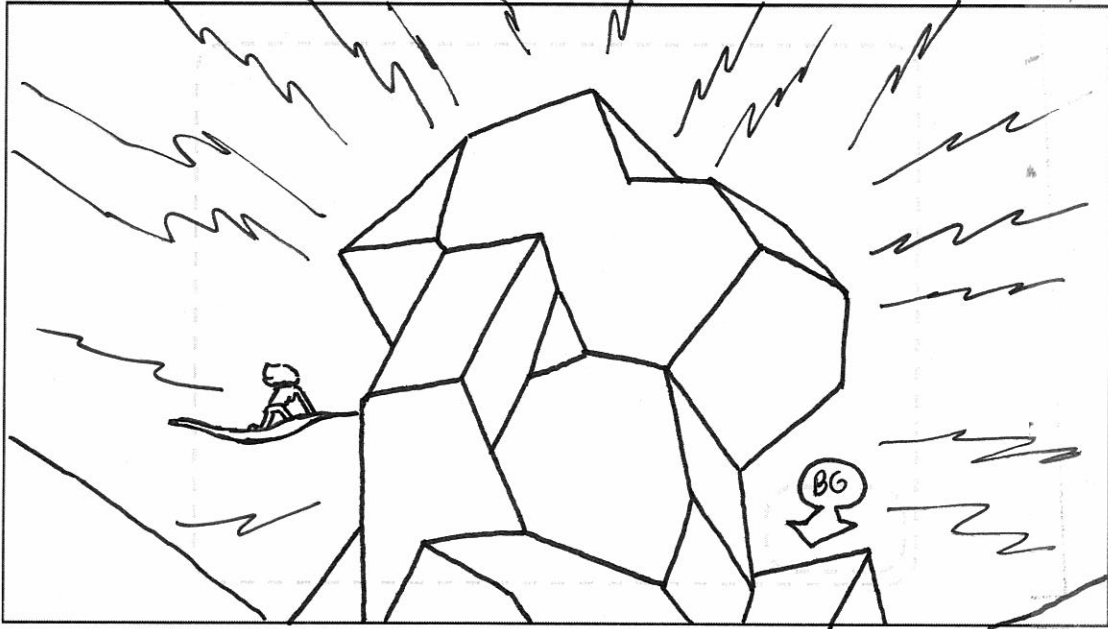


Sc. 188

Pnl. A

Bg.

day night

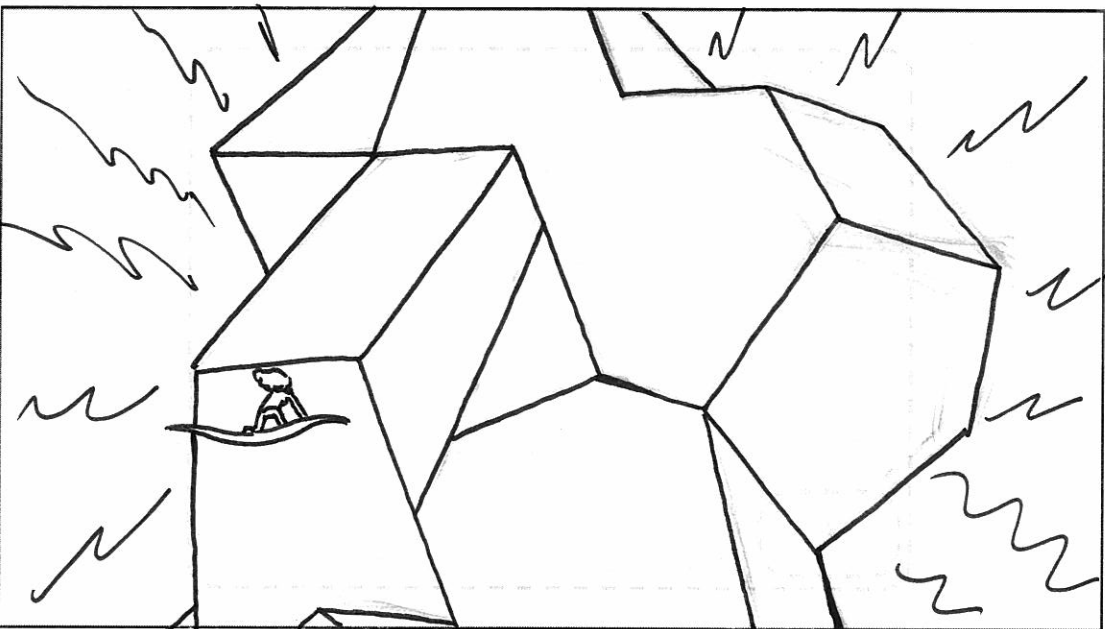


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

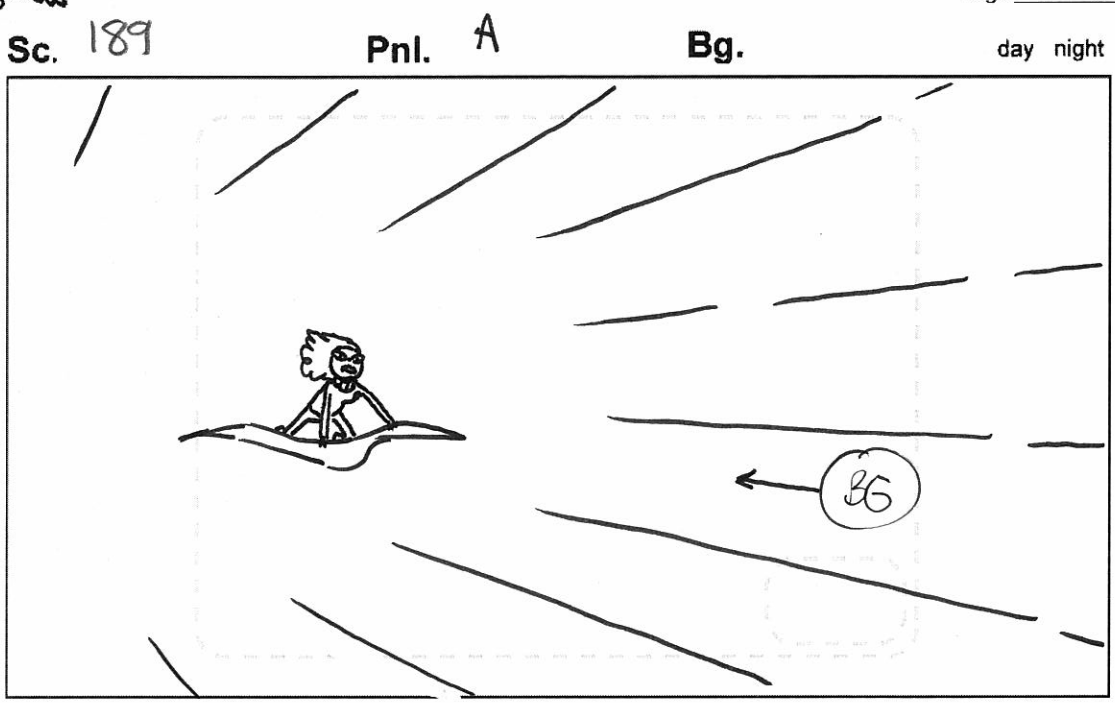
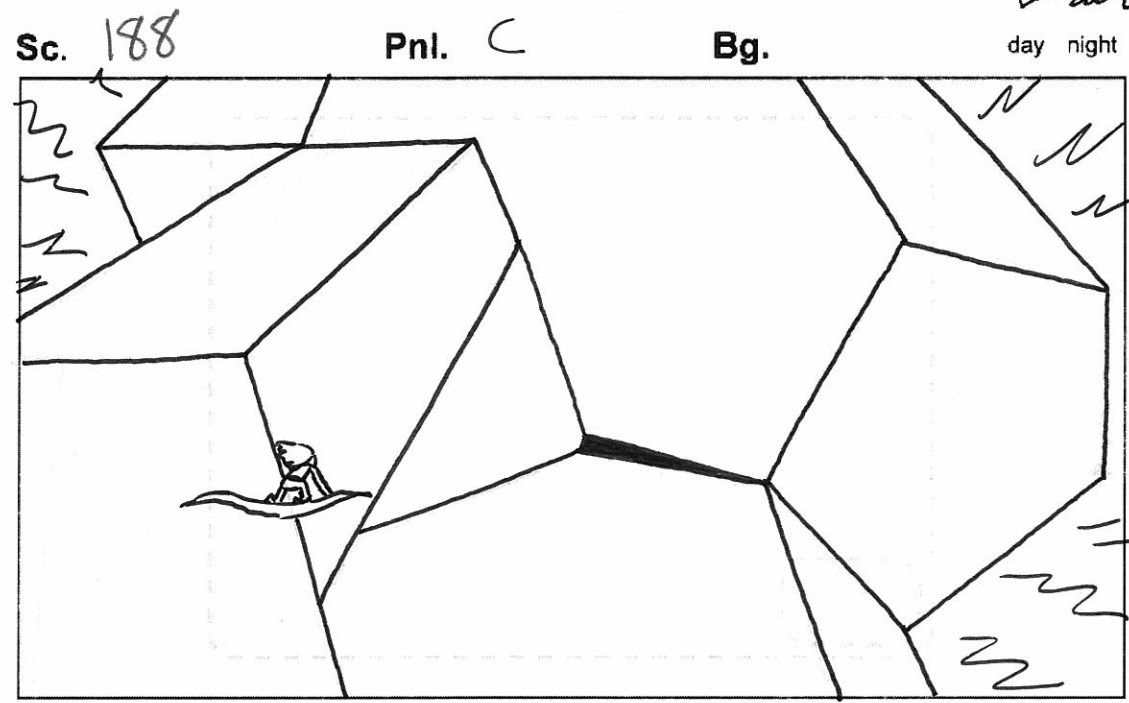
Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



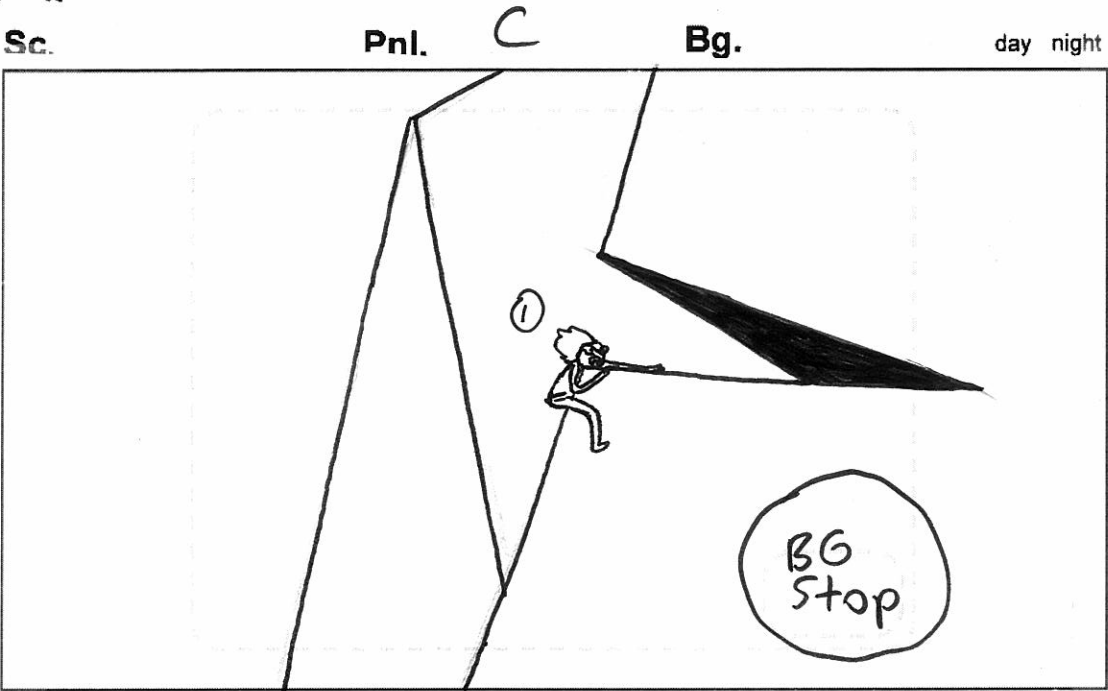
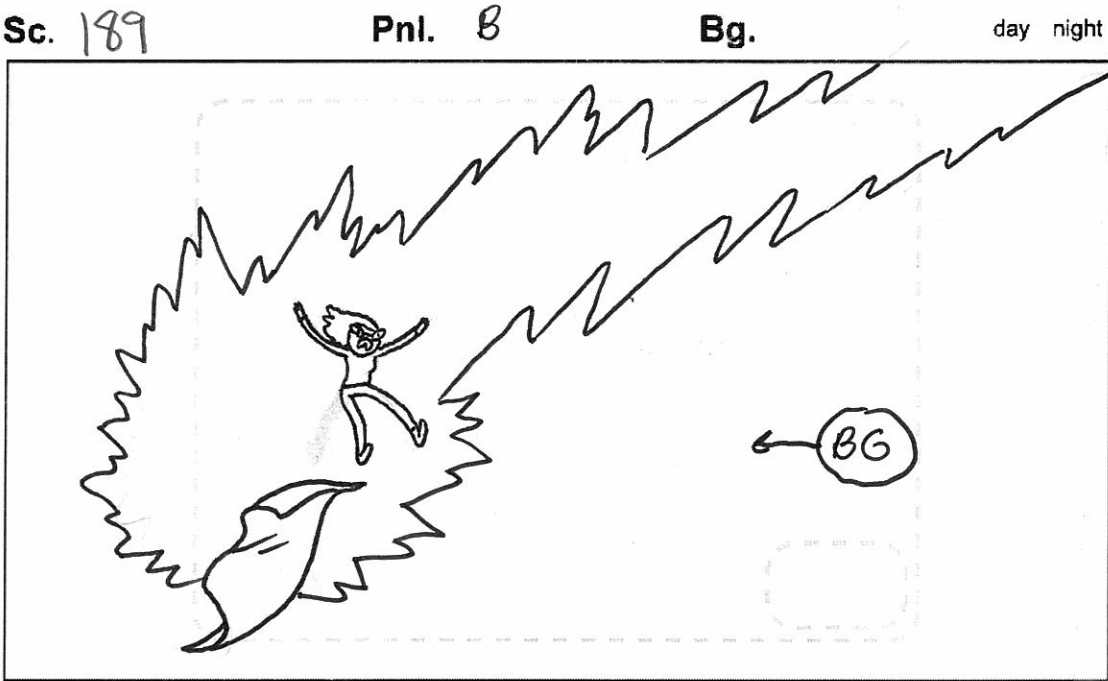
Dialog:
Action:
Timing:

EPISODE # 1014-155

Production :

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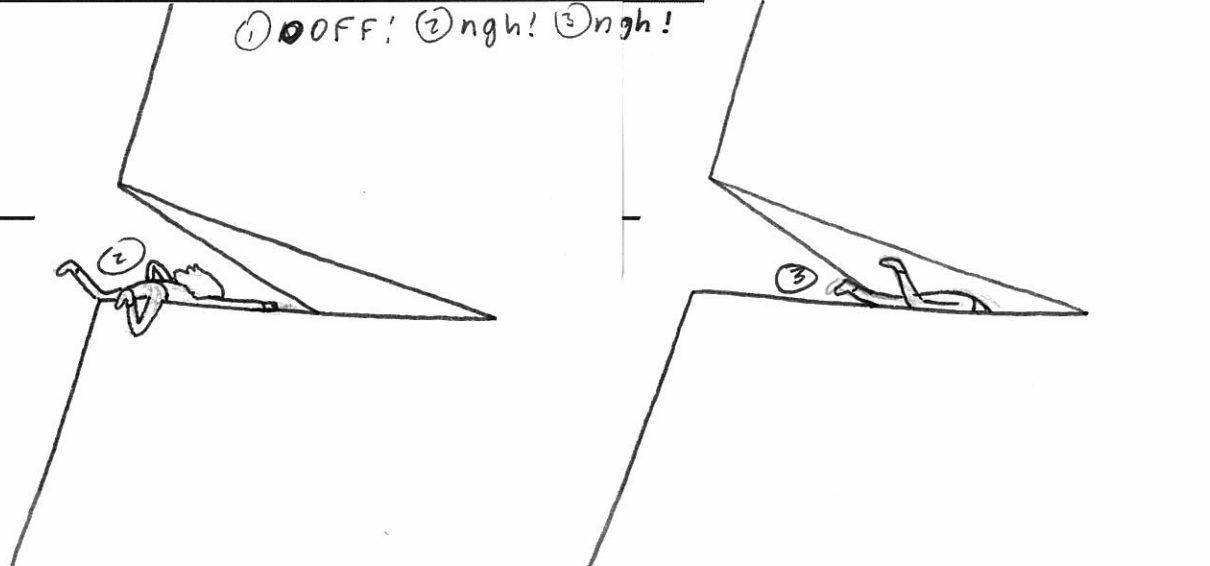
ADVENTURE TIME



Dialog:

Action:

Timing:



Production : EPISODE #

1014-155

# ADVENTURE TIME



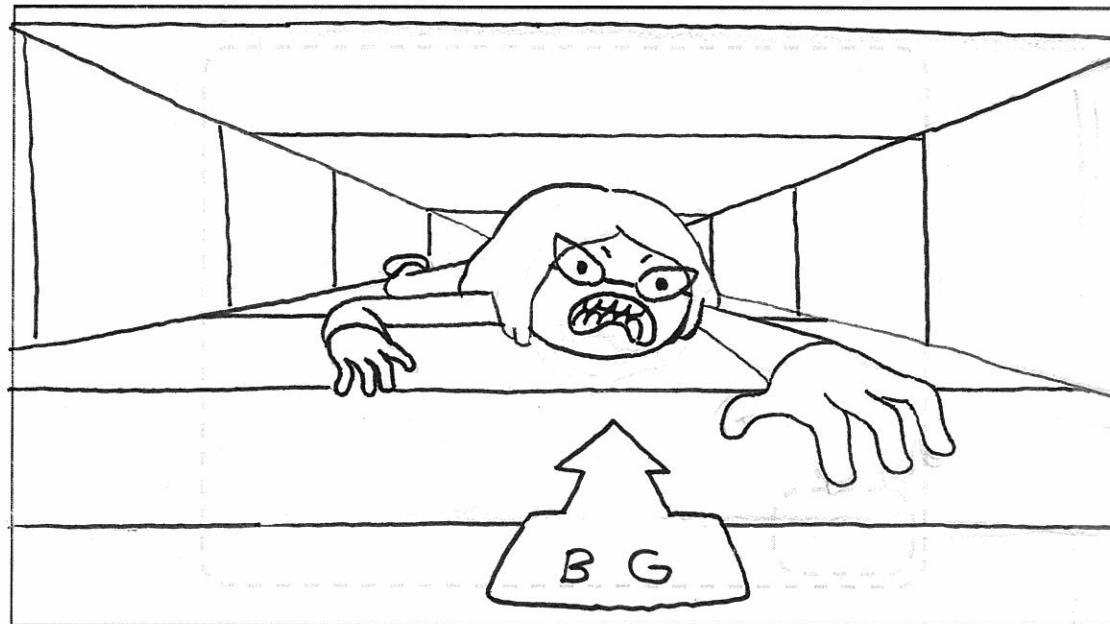
Page 210

Sc. 190

Pnl. A

Bg.

day night

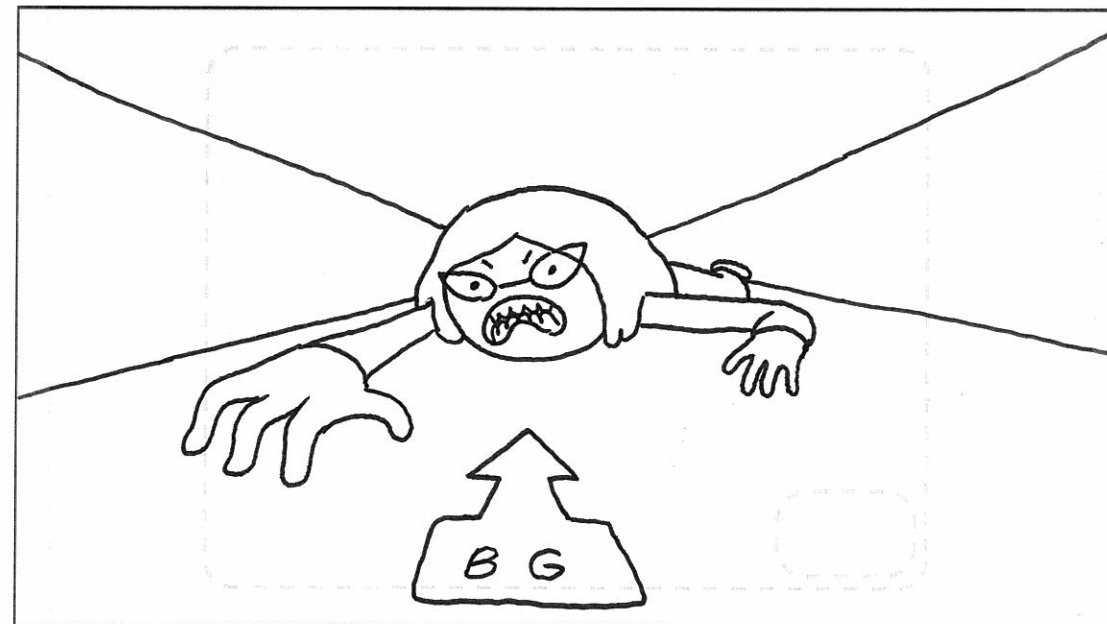


Sc.

Pnl. B

Bg.

day night



Dialog:

Betty/ ungh!

Betty/ ungh!

Action:

cycle panels A + B x 3

Timing:

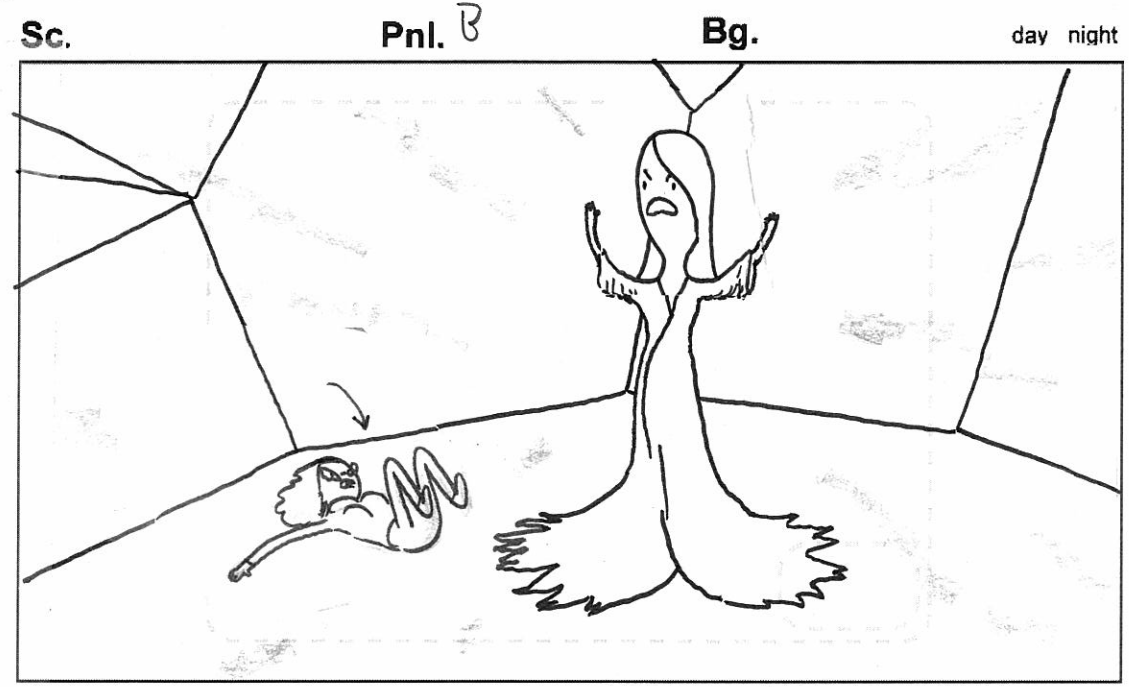
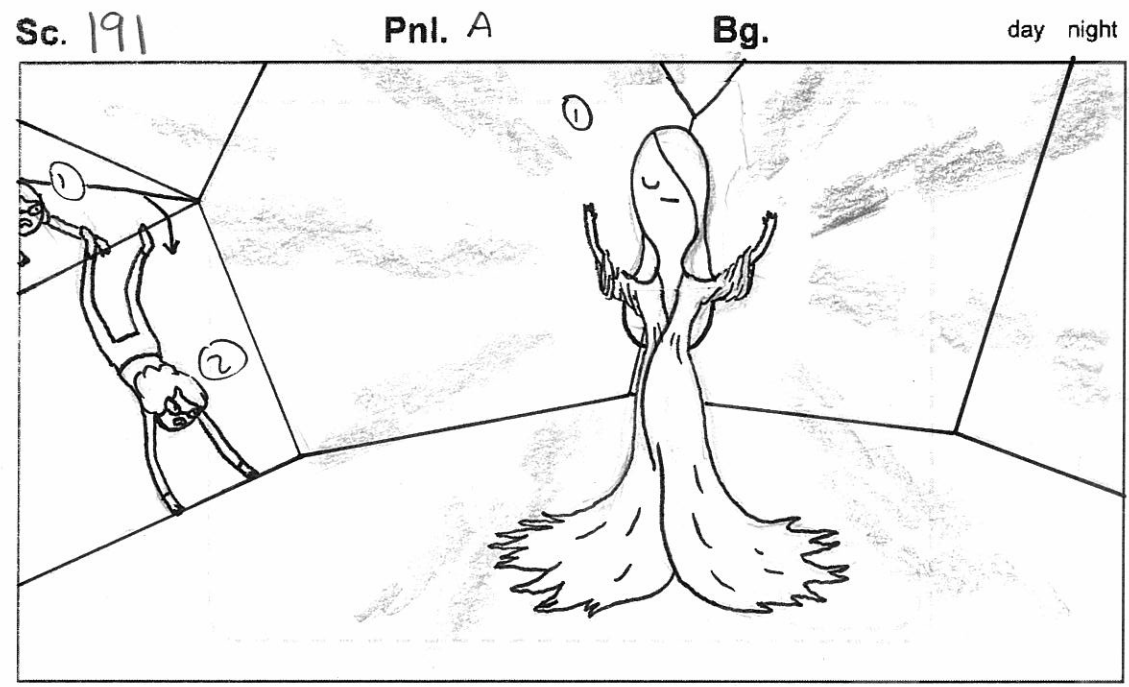
EPISODE #

Production :

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ADVENTURE TIME



Dialog: Betty / unh! vhn!



Bella Noche / (same voice as disembodied head)  
HOW THE-?

Action: Bella Noche sees Betty

Timing:

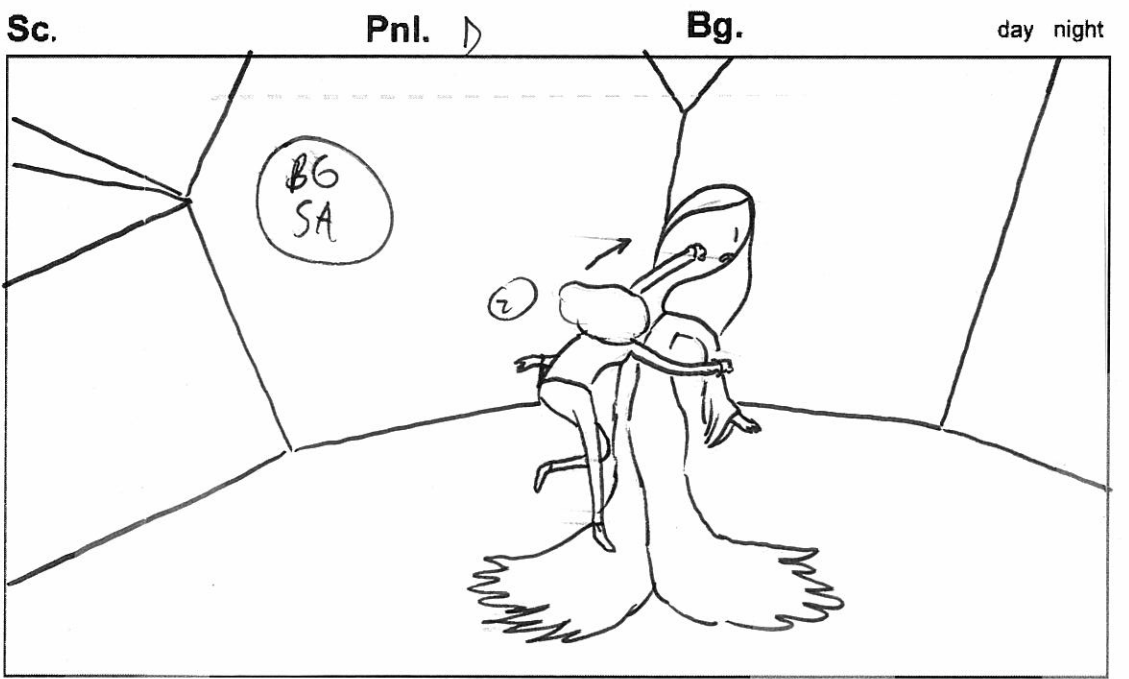
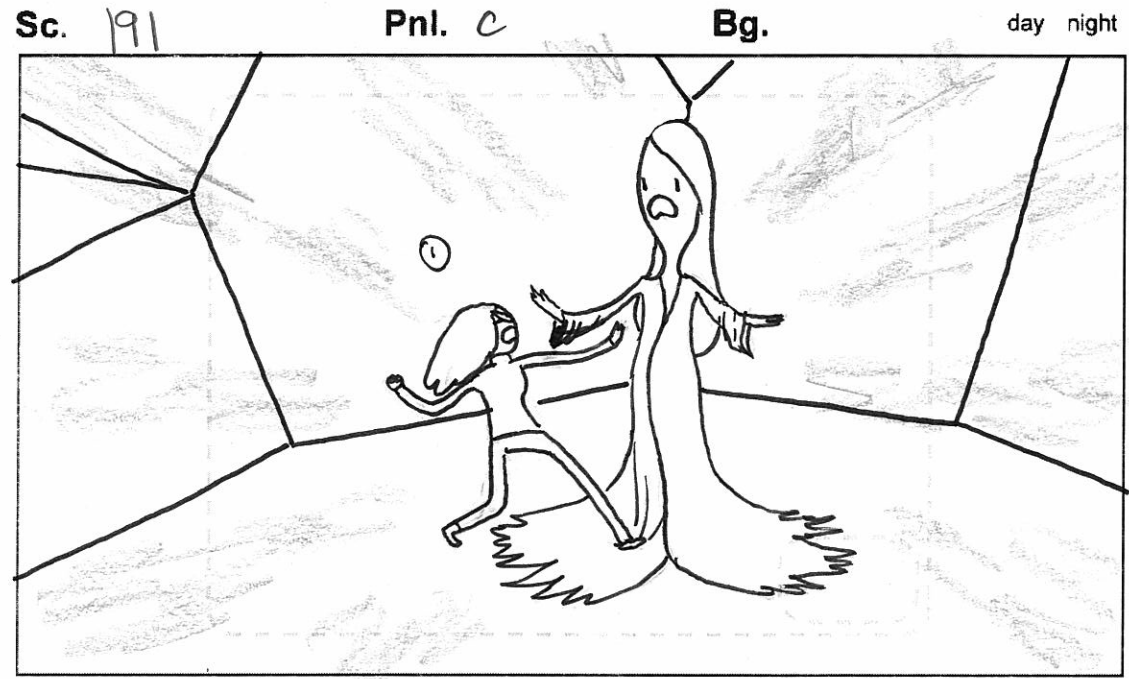
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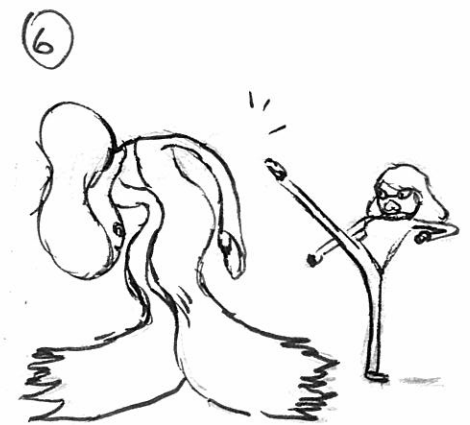
# ADVENTURE TIME



Dialog: Bella Noche/ Wait - Betty/ @ s UR-! ⑥ PRISE!

Action:

Timing:



EPISODE #

1014-155

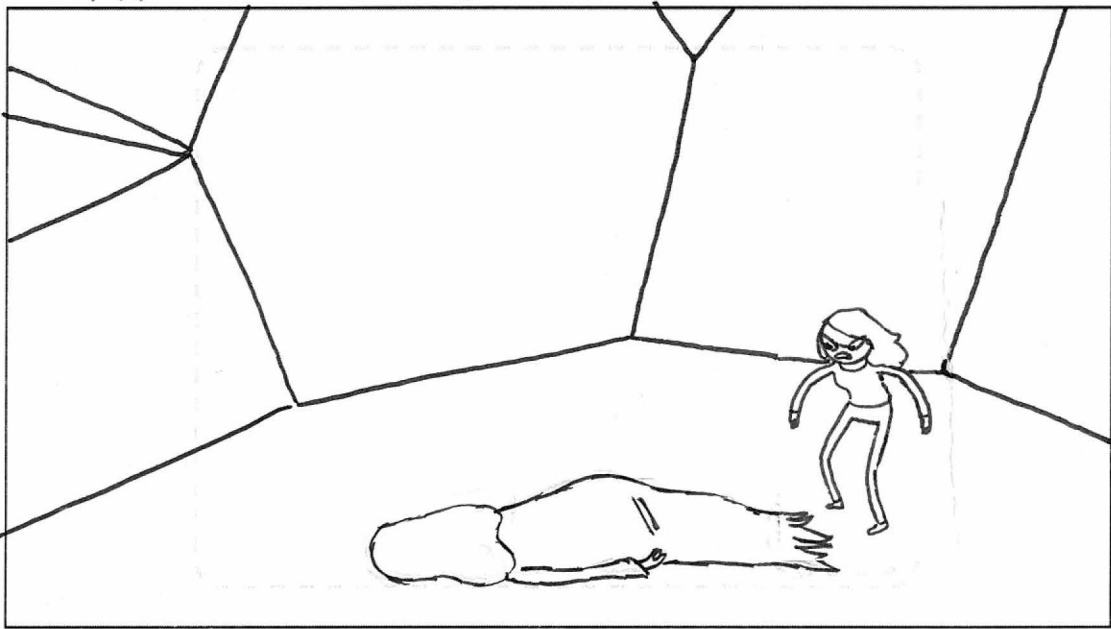


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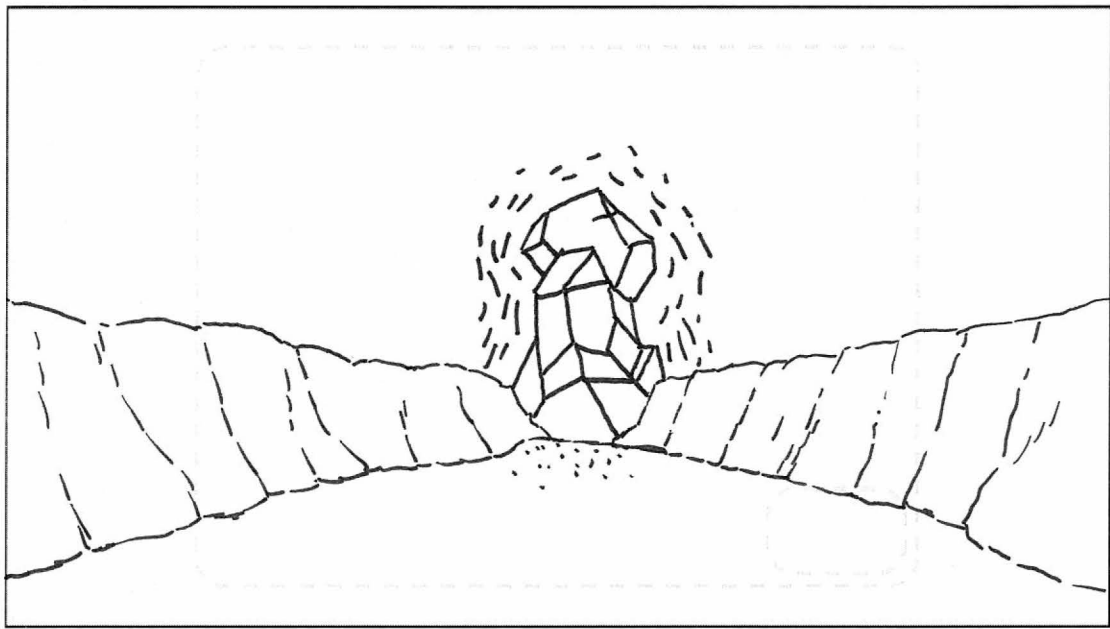
ADVENTURE TIME



Sc. 191 Pnl. E Bg. day night



Sc. 192 Pnl. A Bg. day night



Dialog:	Betty / - TRANCH !! alt / ya dope!	RUMBLE RUMBLE
Action:		
Timing:		

EPISODE # 1014-155  
Production :

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ADVENTURE TIME

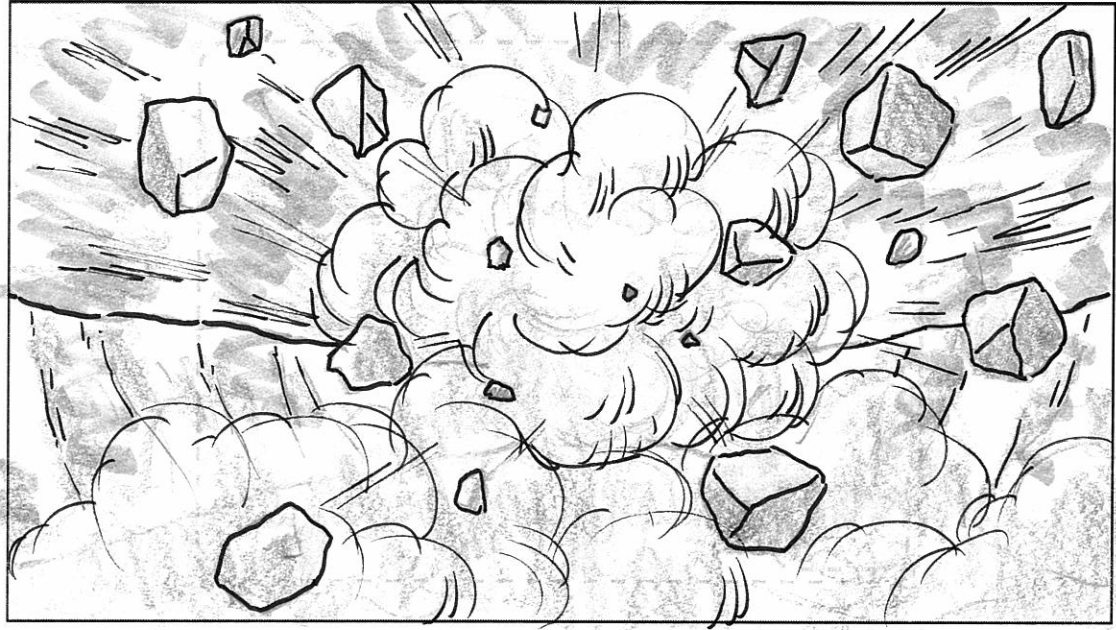


Sc. 192

Pnl. B

Bg.

day night

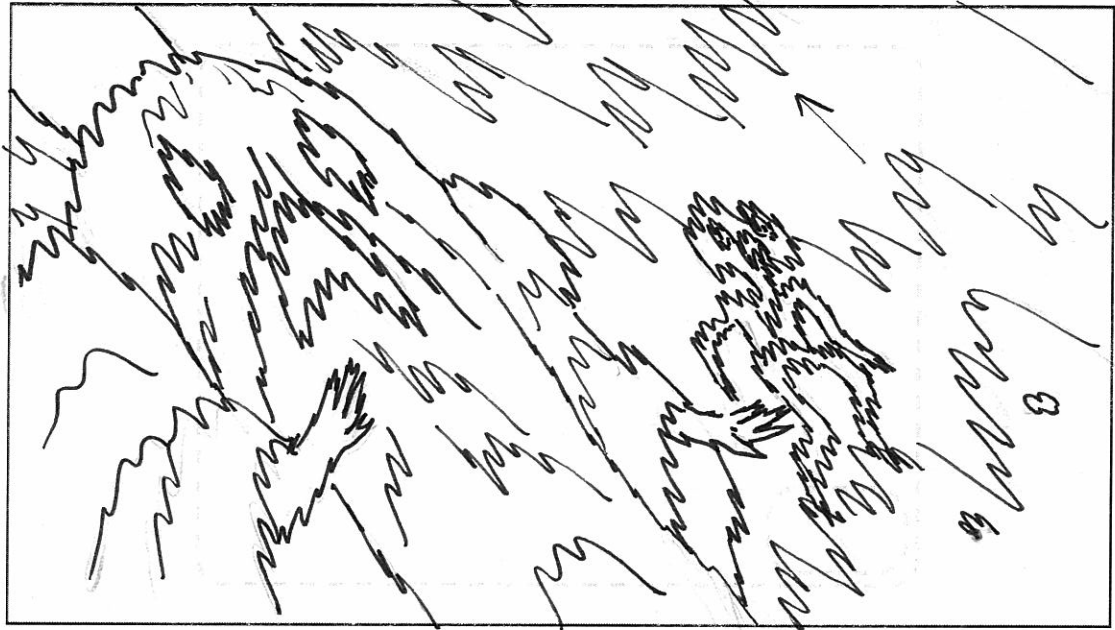


Sc. 193

Pnl. A

Bg.

day night



Dialog:



Ron James + Grand Master Wizard! OH H H H H

Action:

Waves of energy

Timing:

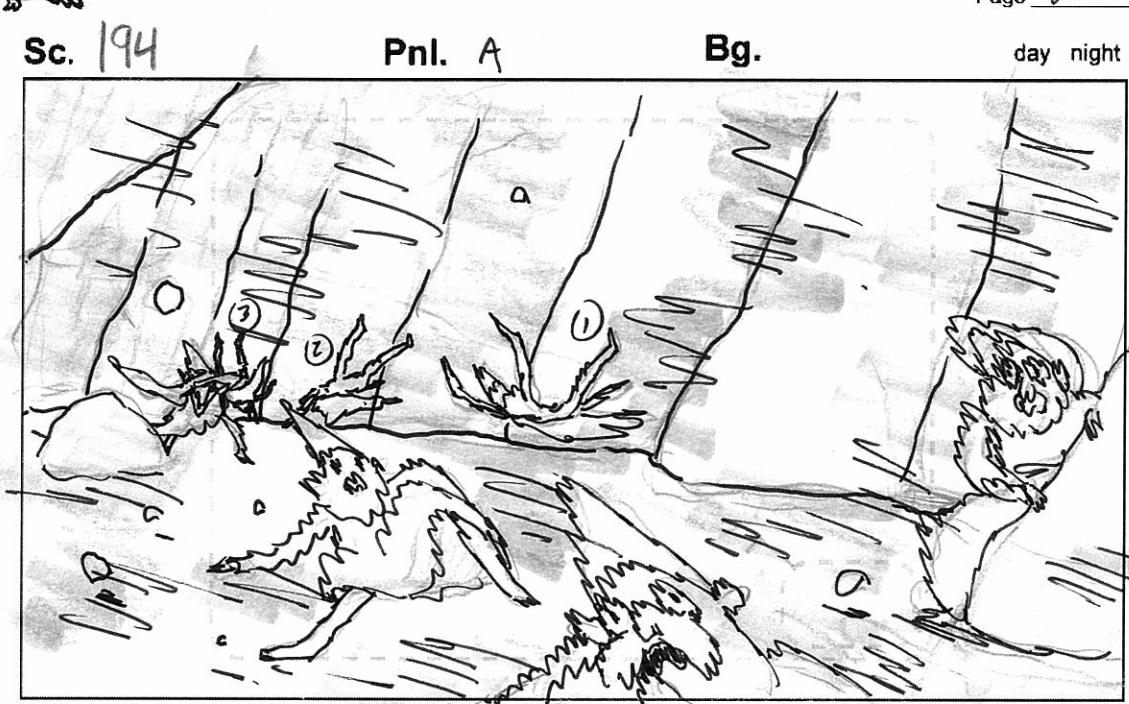
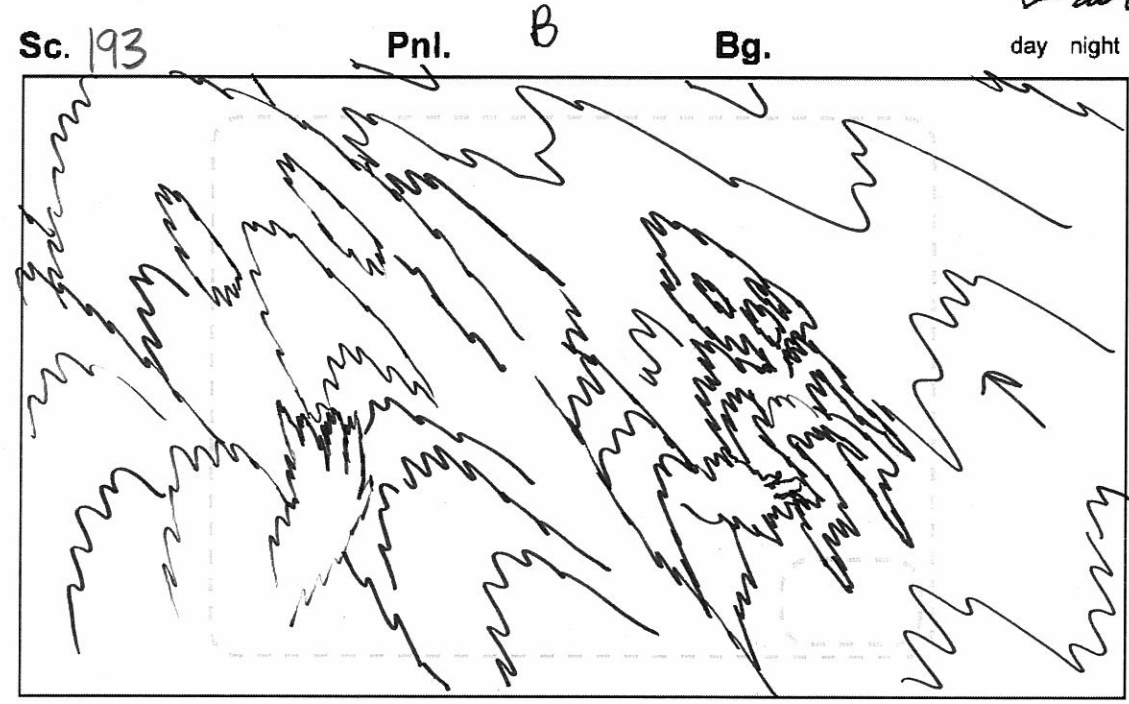
EPISODE #

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# ADVENTURE TIME



Dialog:	wizard walla/ OHHH !!
Action:	
Timing:	

EPISODE #

Production :

1014-155

ADVENTURE TIME

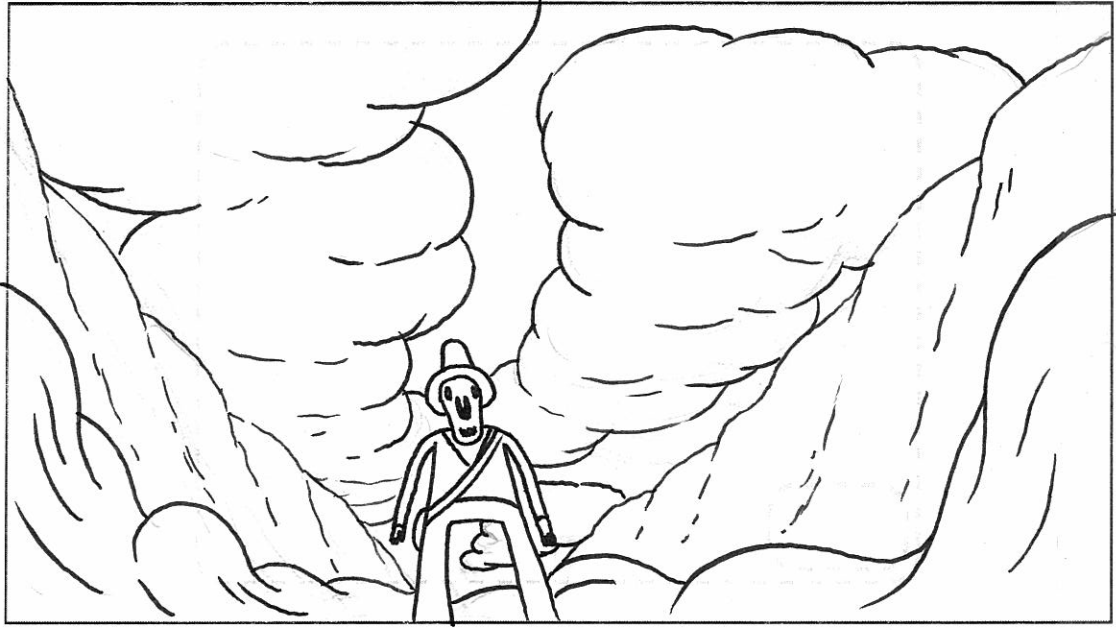


Sc. 195

Pnl. A

Bg.

day night

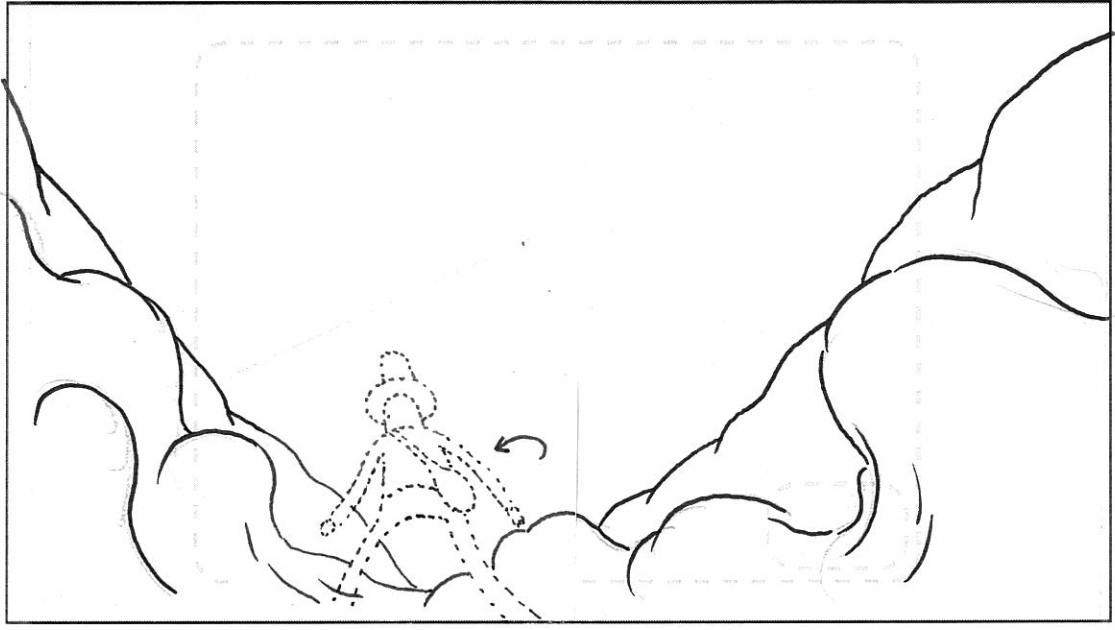


Sc.

Pnl. B

Bg.

day night



Dialog:

Death/ You lose Simon.

Death/ ① sorry man

Action:

② death disappears

Timing:

EPISODE #

Production :

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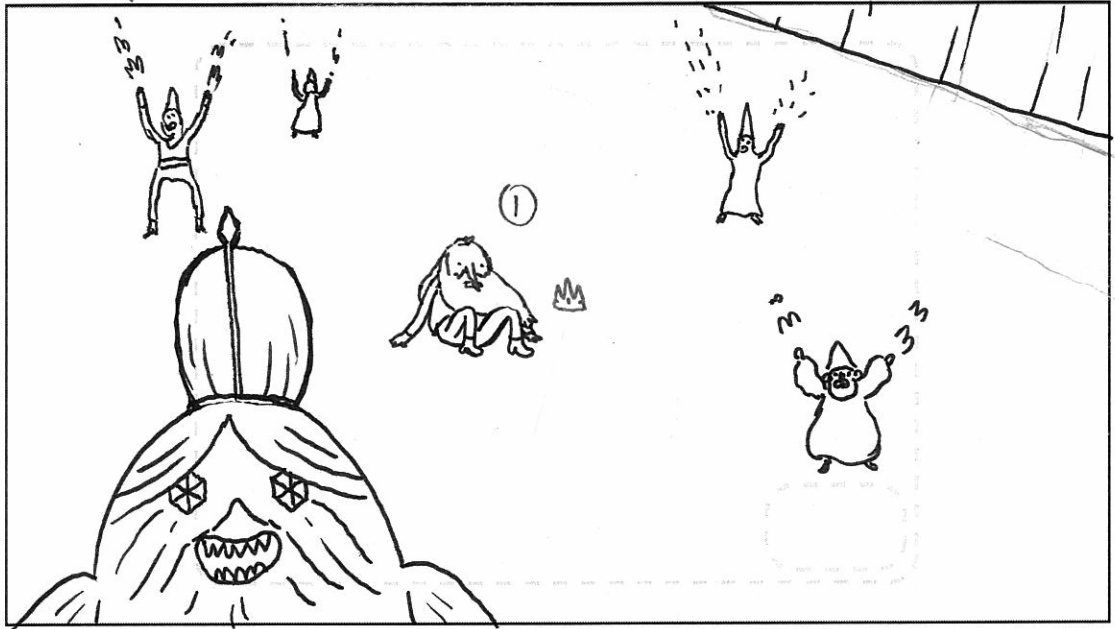
ADVENTURE TIME



Sc. 196 Pnl. A Bg. day night



Sc. 197 Pnl. A Bg. day night



Dialog:	IK / WA-HUHHH?	IK / What's going on?
Action:		
Timing:		

EPISODE #

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# ADVENTURE TIME

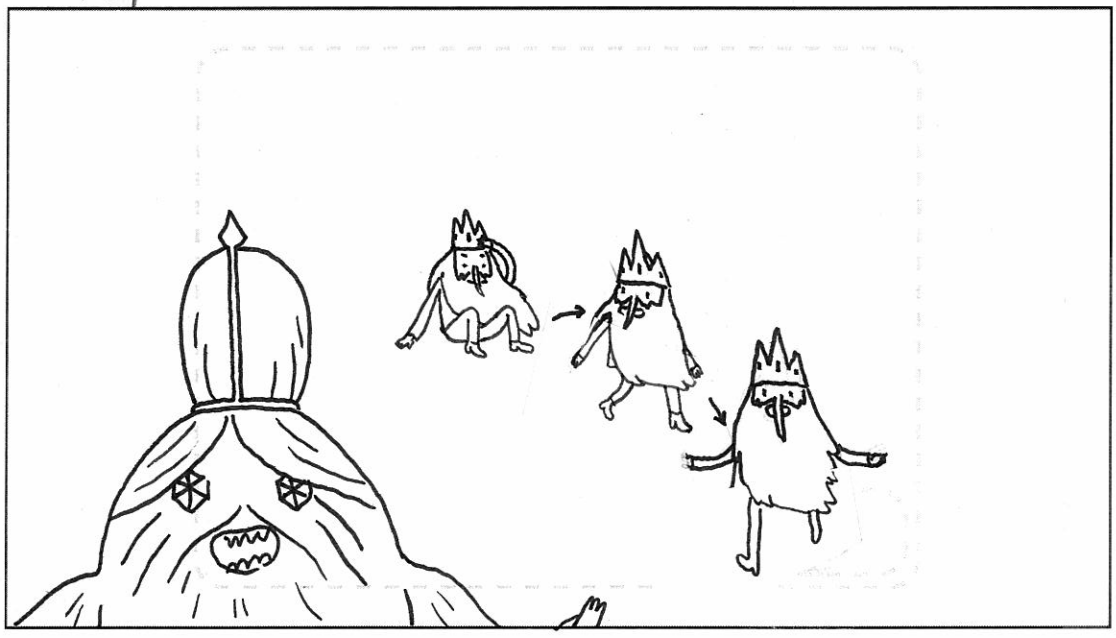


Sc. 197

Pnl. B

Bg.

day night



Dialog: Ik/Is this a party? huh?

Action:

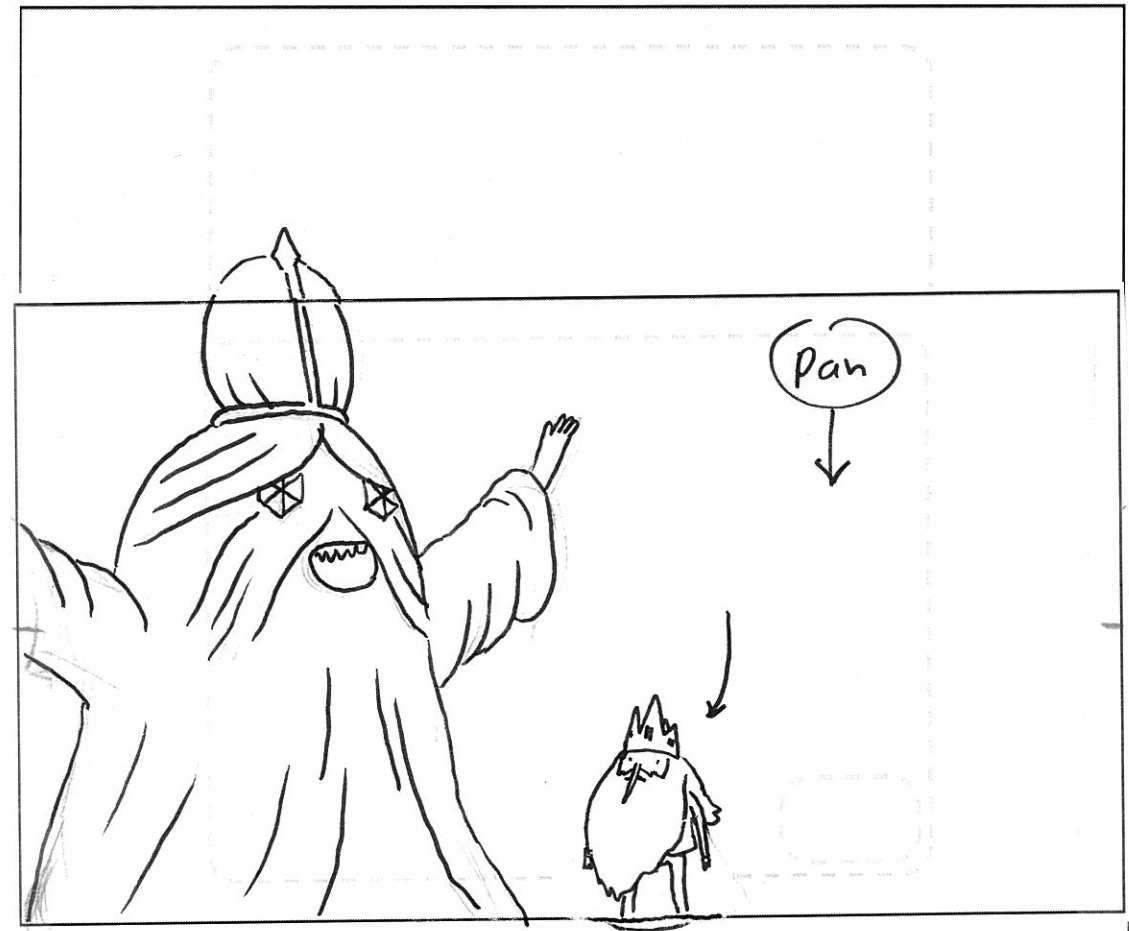
Timing:

Sc.

Pnl. C

Bg.

day night



GMW/ Wizard city is saved!!

EPISODE #

Production :

1014-155



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ADVENTURE TIME



Sc. 198

Pnl. A

Bg.

day night

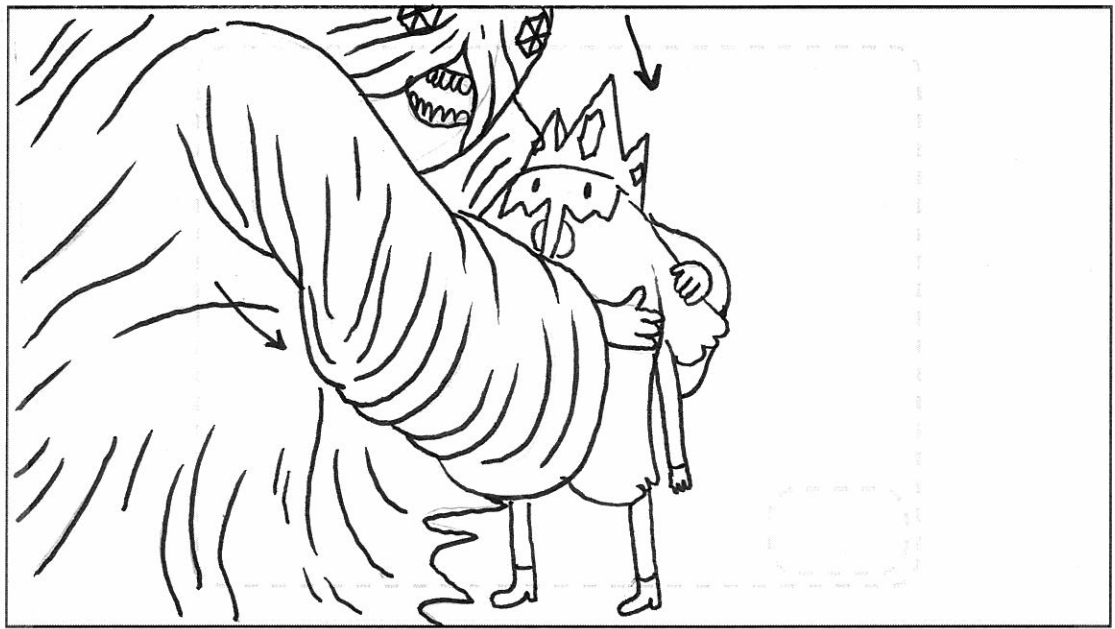


Sc.

Pnl. B

Bg.

day night



Dialog:

GAW! HA HAA !

Ice King/ WOah!

Action:

Timing:

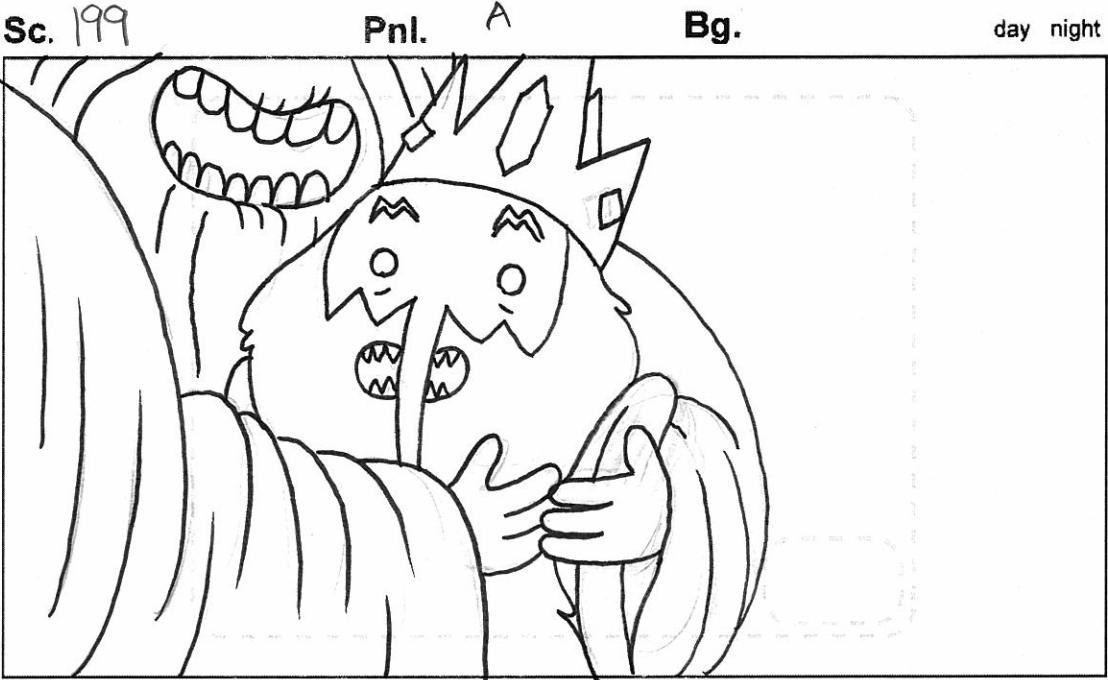
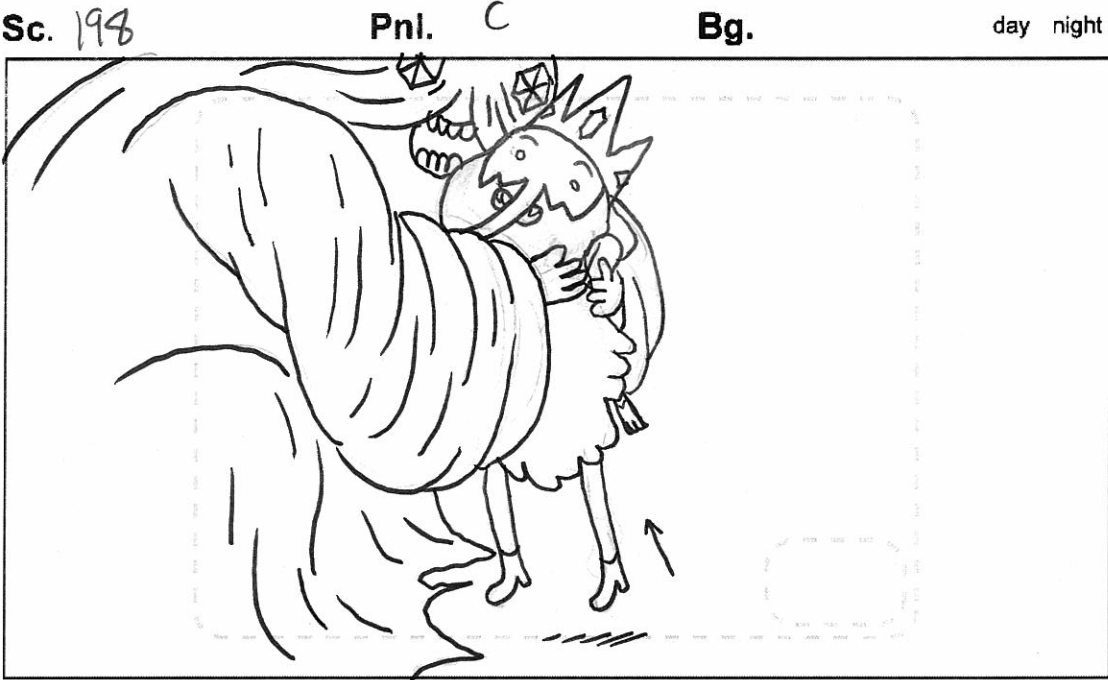
EPISODE #

Production :

1014-155



ADVENTURE TIME



Dialog:	GMW/ HOORAY!!	Ice King/ HAHA!
Action:		
Timing:		

EPISODE # 1014-155

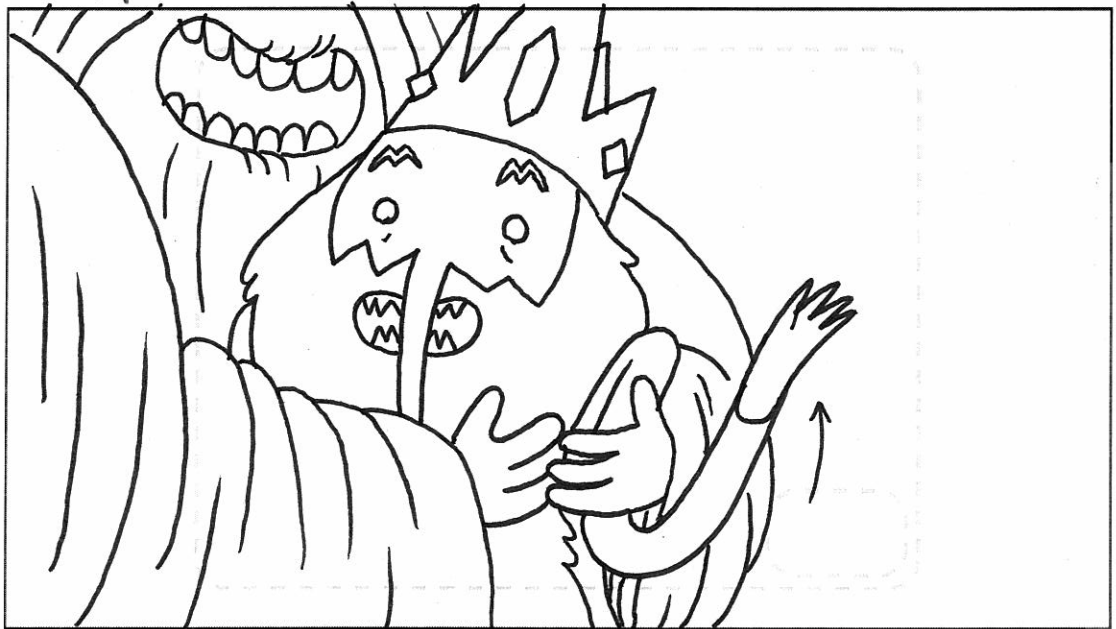
Production :

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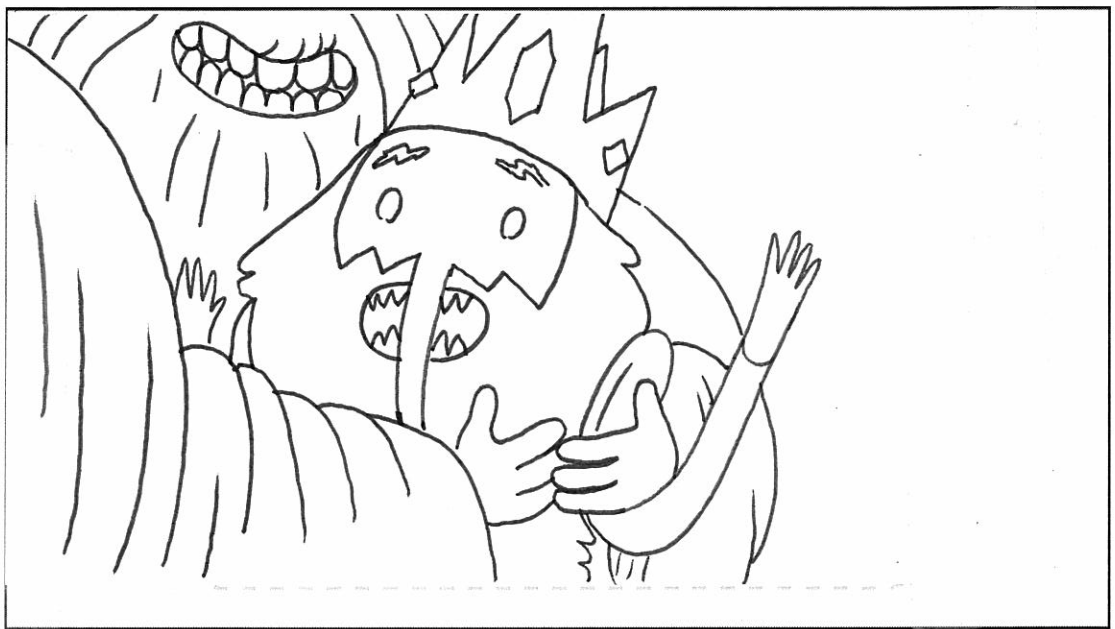
ADVENTURE TIME



Sc. 199 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	Ice King/ Yeah Okay	Ice King/ WHODPIE!!
Action:		
Timing:		

EPISODE # 1014-155  
Production :

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ADVENTURE TIME



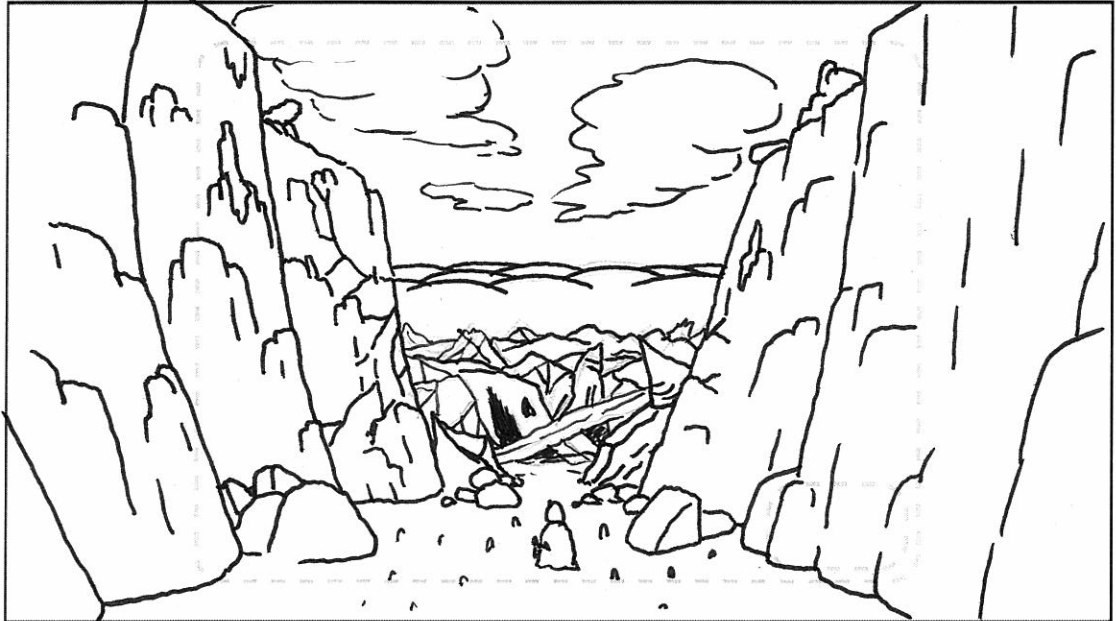
Page \_\_\_\_\_

Sc. 200

Pnl. A

Bg.

day night

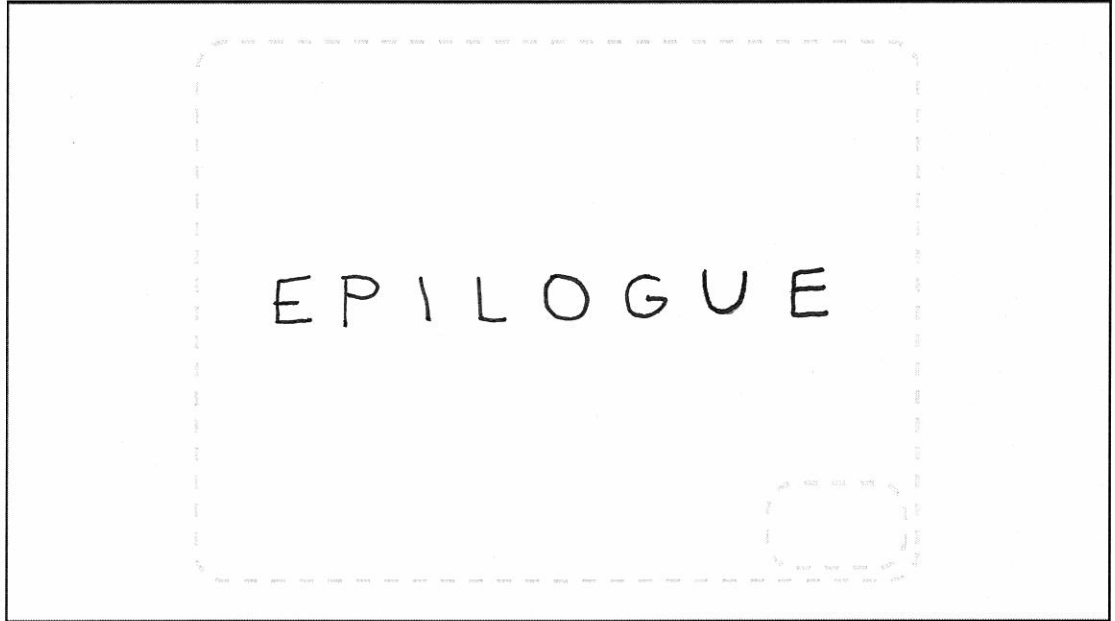


Sc.

Pnl.

Bg.

day night



Dialog:

Ik/ woopie!!!

Action:

Timing:

EPISODE #

1014-155

Production :

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# ADVENTURE TIME



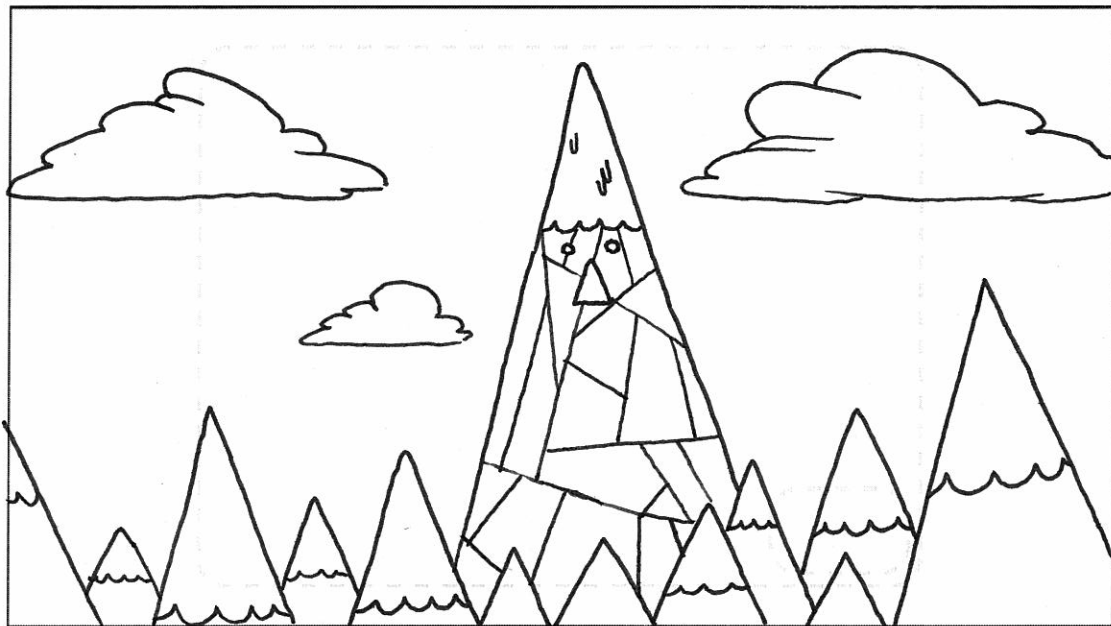
Page 222

Sc. 201

Pnl. A

Bg.

day night

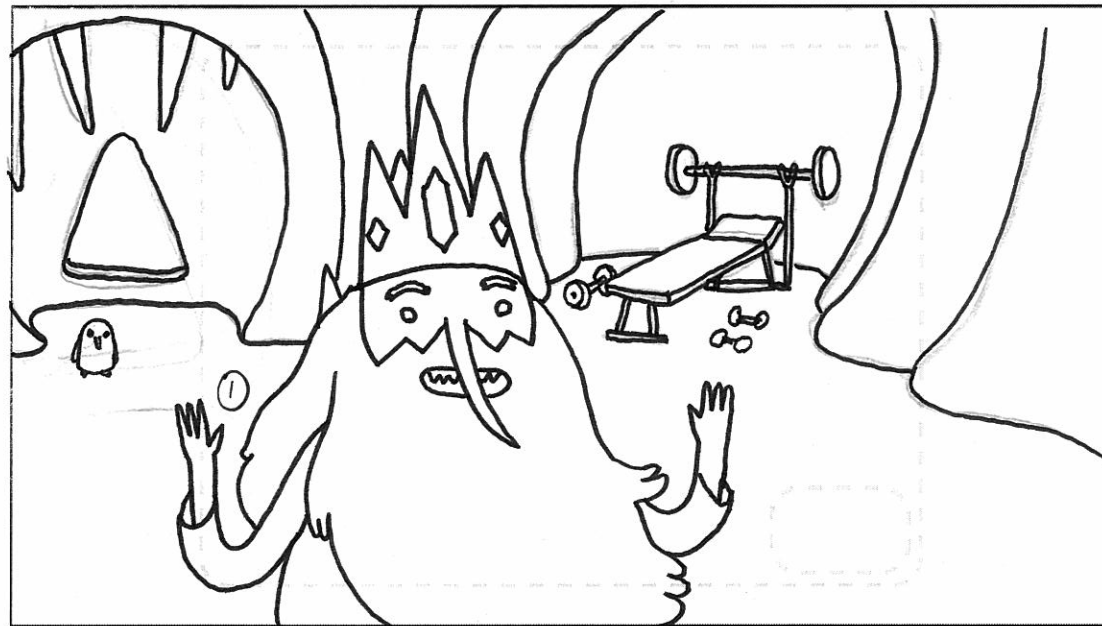


Sc. 202

Pnl. A

Bg.

day night



Dialog: IK/ so then Ron James told me —————→ ①this girl I was with... ②FLEW into Bella Noché

Action:

Timing:



EPISODE #

Production :

1014-155

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# ADVENTURE TIME

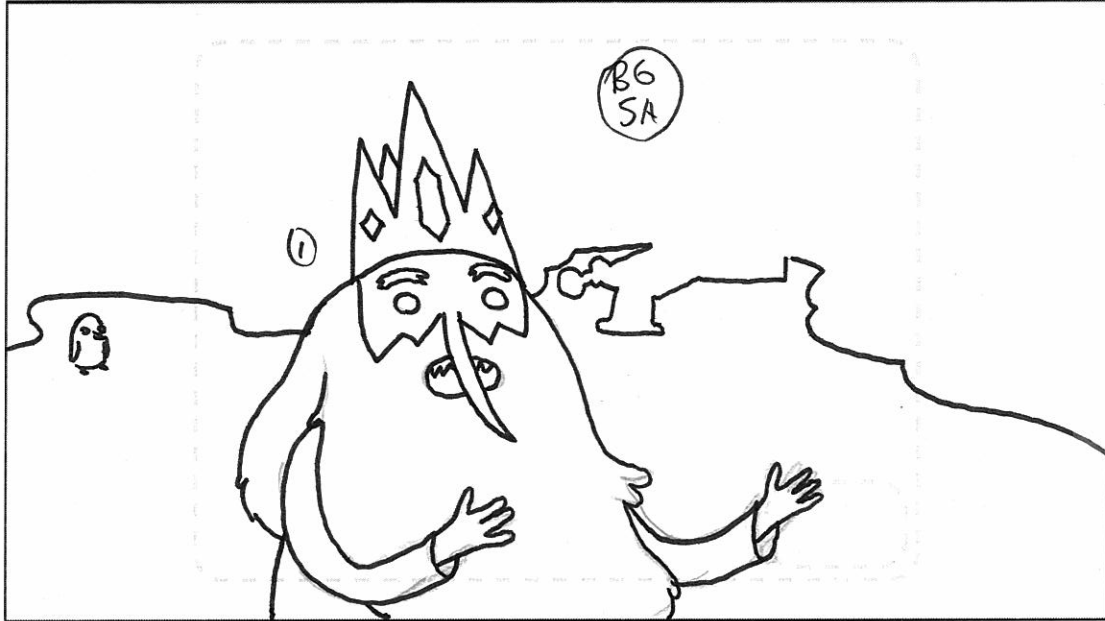


Sc. 202

Pnl. B

Bg.

day night



Sc.

Pnl. C

Bg.

day night



Dialog:

IK / - ① and mysteriously ② defeated it.

Ice King ② FOR ME! ② wow!

Ac

Tii



\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

EPISODE #

Production :

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ADVENTURE TIME

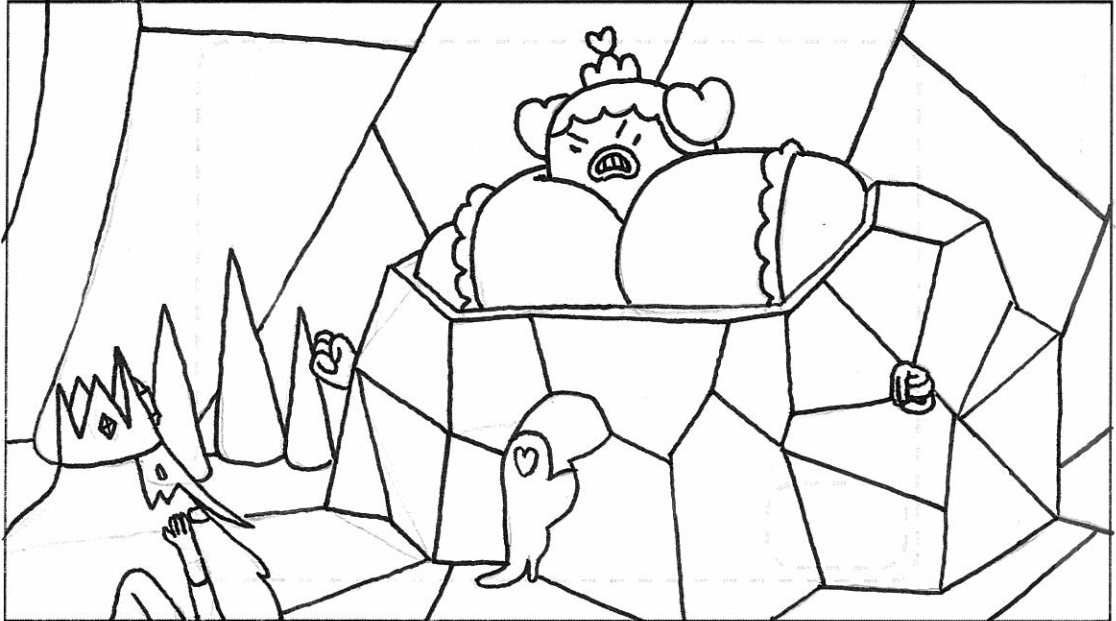


Sc. 203

Pnl. A

Bg.

day night

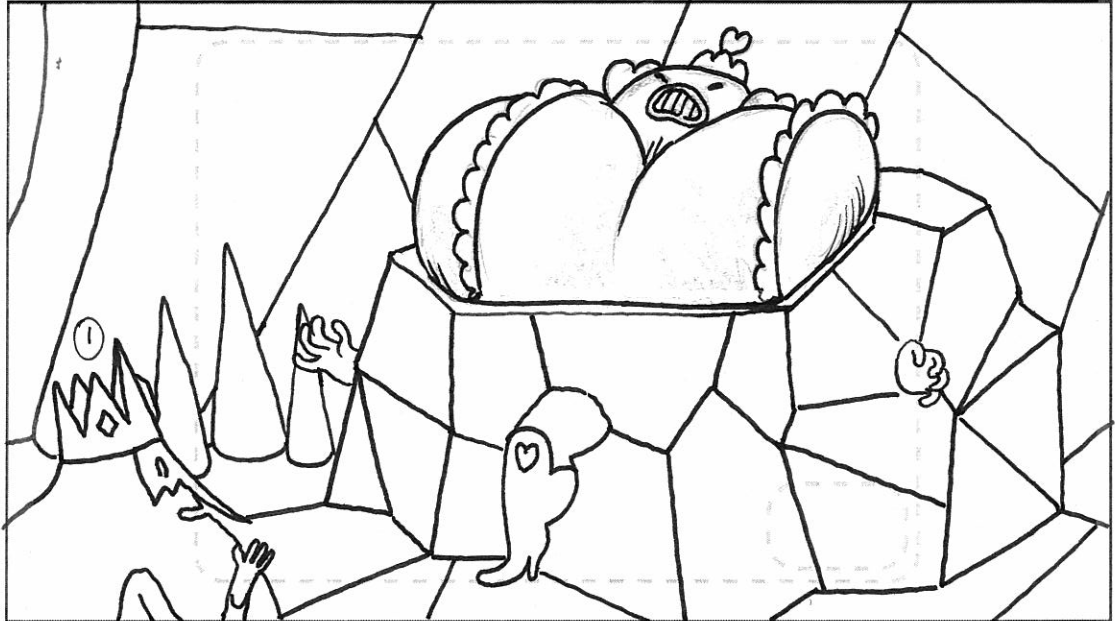


Sc.

Pnl. B

Bg.

day night



Dialog:

IK/ Just my luck right?

IK/ ①black out for a day and meet②the woman of your dreams?

Action:

Timing:



EPISODE #

Production :

1014-155

ADVENTURE TIME

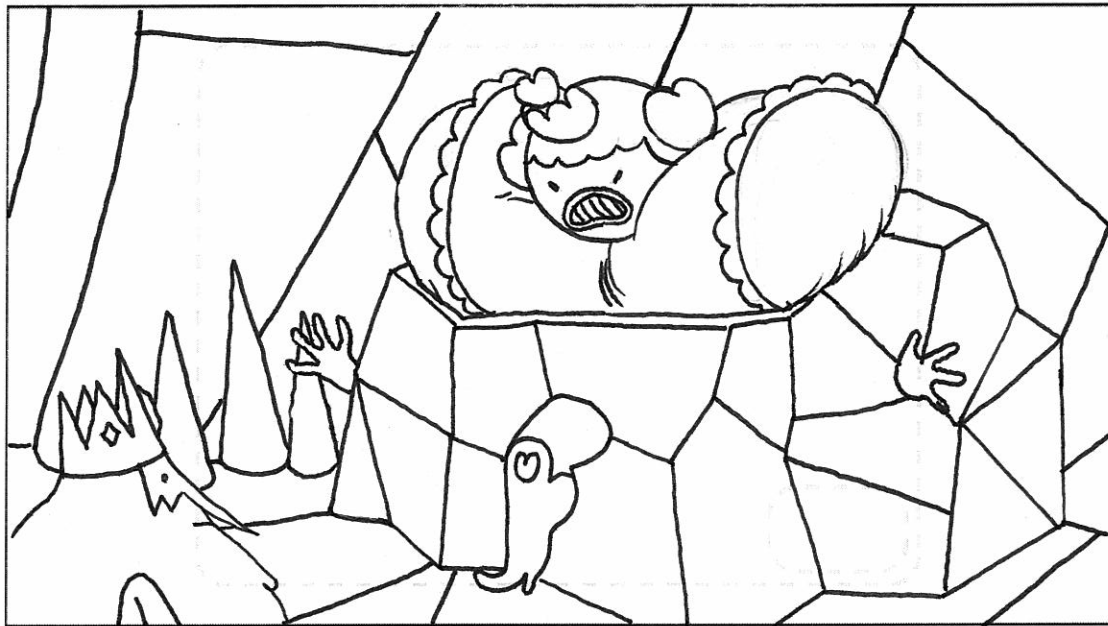


Sc. 203

Pnl. C

Bg.

day night

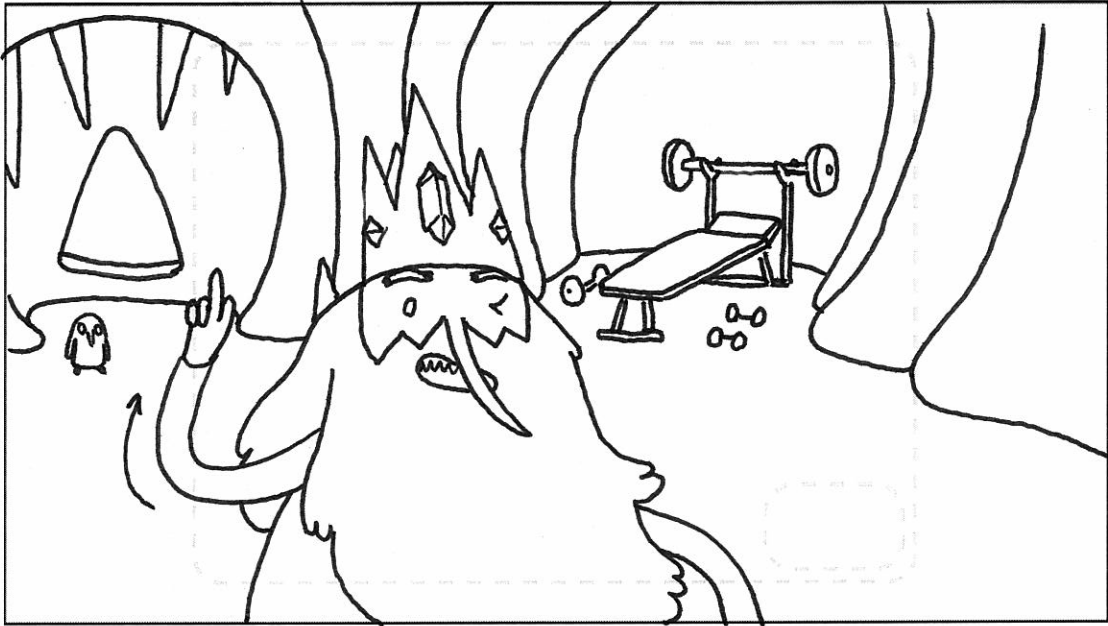


Sc. 204

Pnl. A

Bg.

day night



Dialog:	Muscle Princess/ I WILL GET YOU !!	IK/ Hey don't be jealous muscle princess !
Action:		
Timing:		

EPISODE # 1014-155

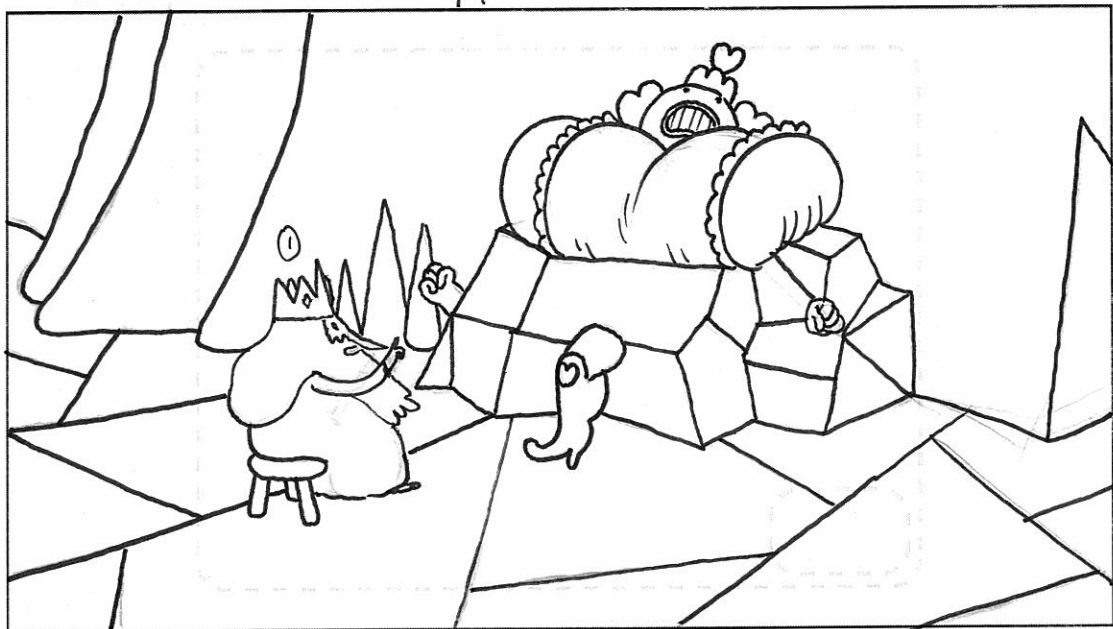
Production :



# ADVENTURE TIME




Sc. 205 Pnl. A Bg. day night



Sc. 206 Pnl. A Bg. day night



Dialog:	IK/ ① She's gone! ② KABLOOIE!	IK/ But let's be realistic -
Action:		
Timing:		

EPISODE #

Production :

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# ADVENTURE TIME



Page 027

Sc. 206

Pnl. B

Bg.

day night

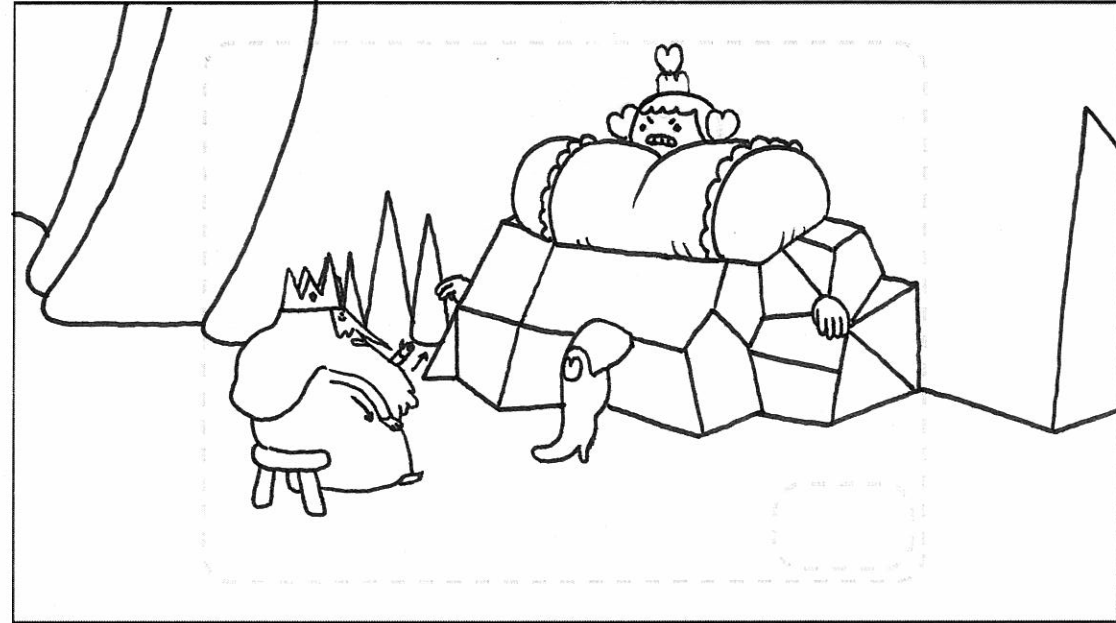


Sc. 207

Pnl. A

Bg.

day night



Dialog:

IK (cont) / - right ?

Action:

Timing:

IK/owe both know your not ② my top pick but-



EPISODE #

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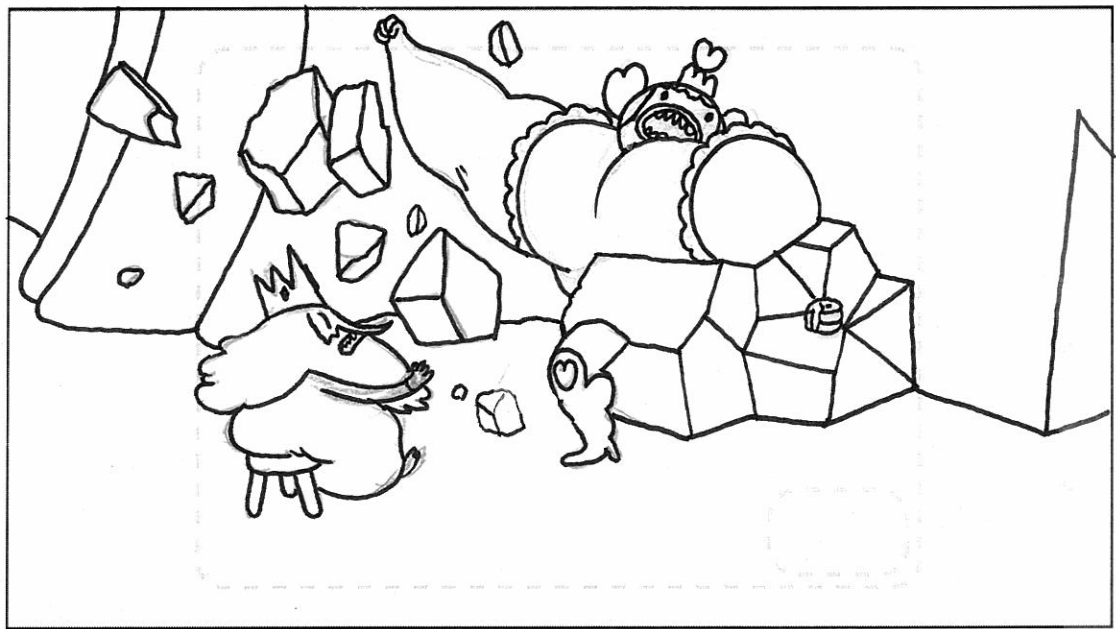


Sc. 207

Pnl. B

Bg.

day night

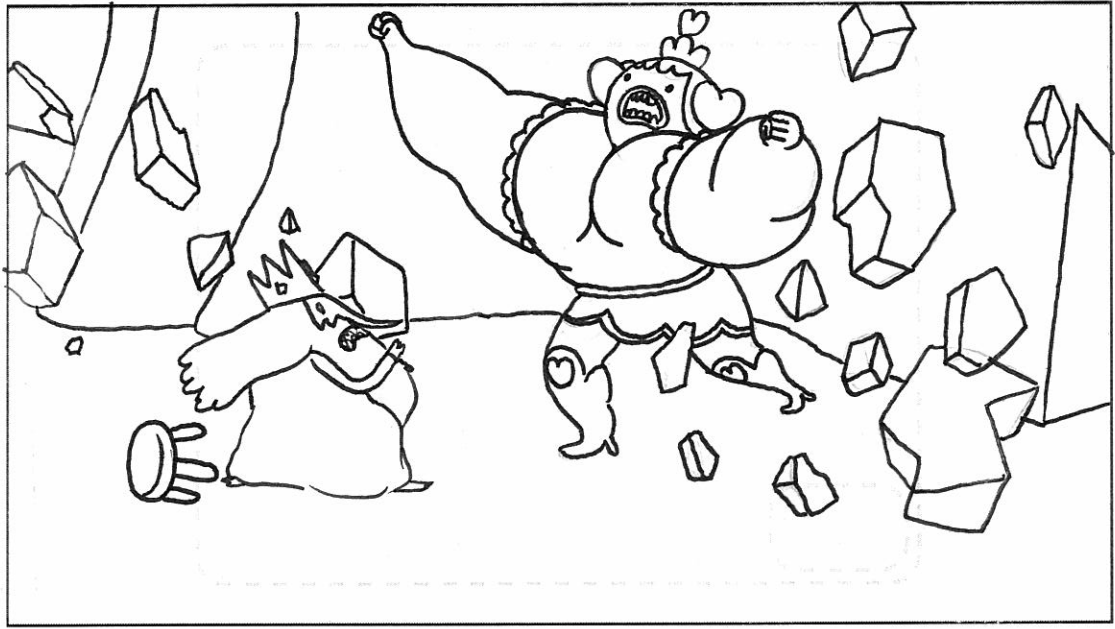


Sc.

Pnl. C

Bg.

day night



Dialog:

sfx/ BOOSH  
Ice King/ woah!

Muscle Princess/ RARGG!!  
Ice King/ Oh Grod!

Action:

Timing:

EPISODE #

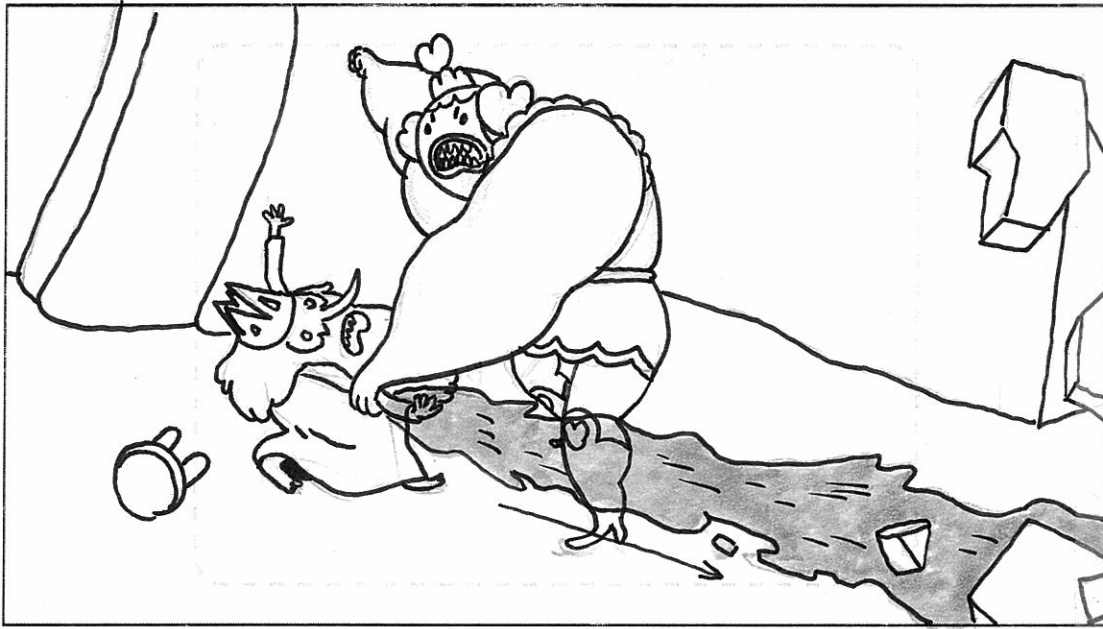
Production :

1014-155

# ADVENTURE TIME

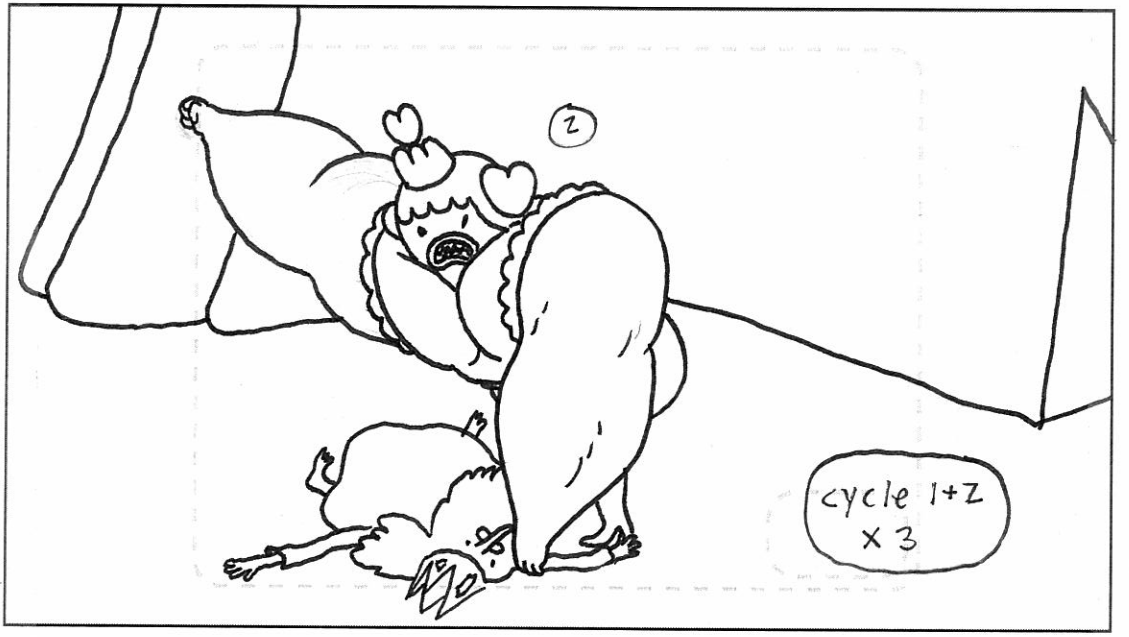
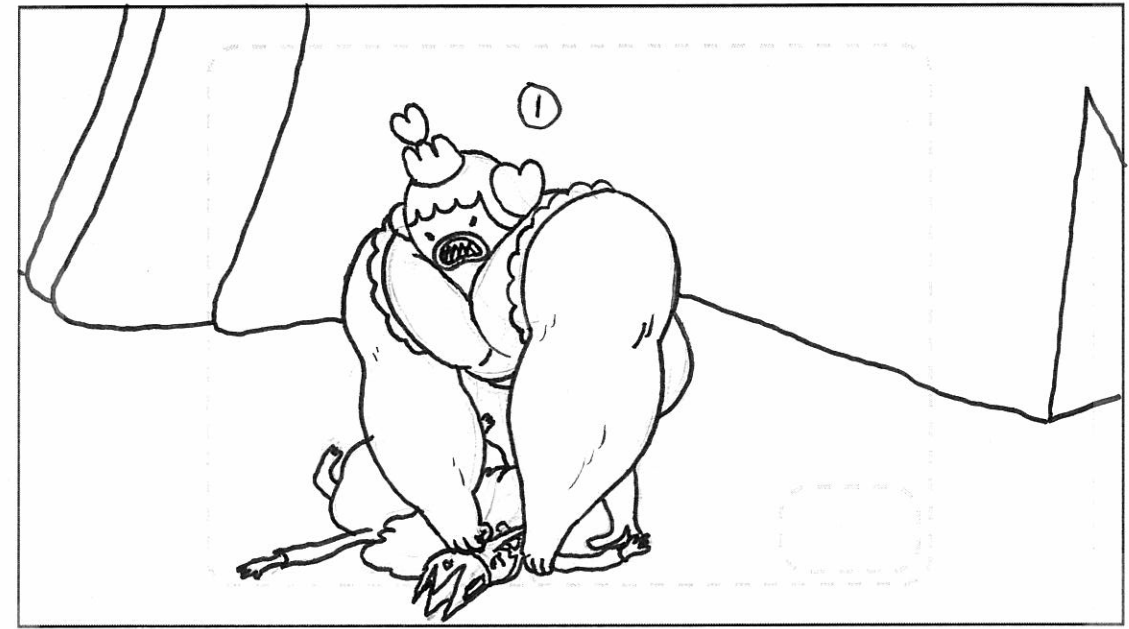


Sc. 207 Pnl. D Bg. day night



Dialog: IK/ NOO !! IK/ AAAH  
Action: Ice King shoots a blast of ice  
Timing:

Sc. Pnl. E Bg. day night

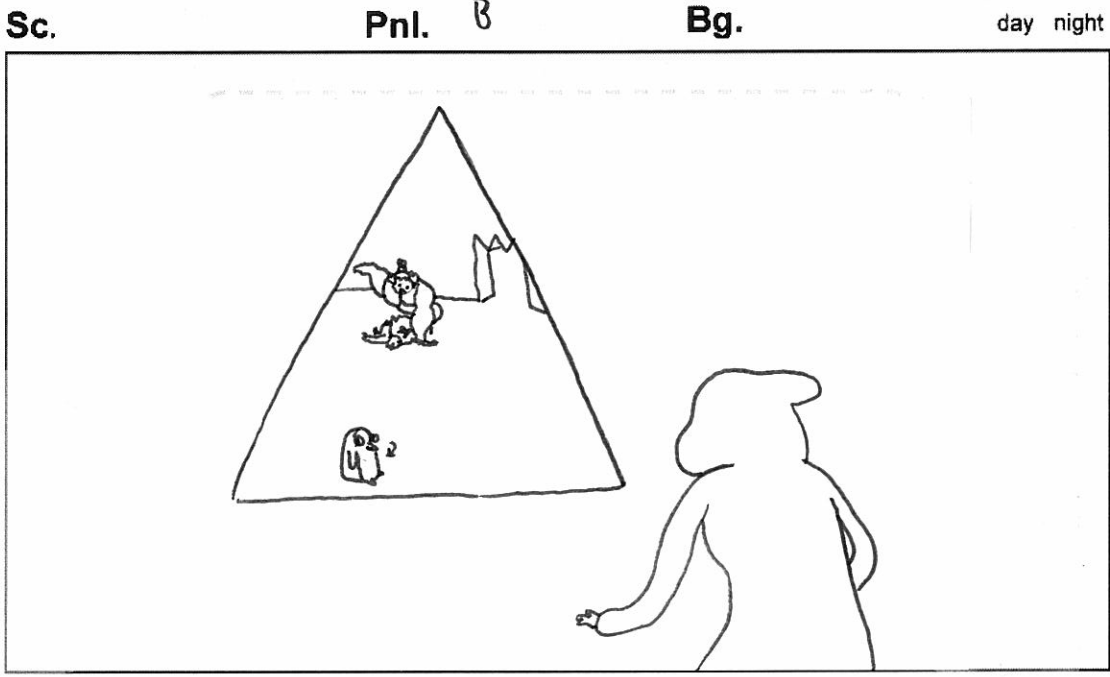
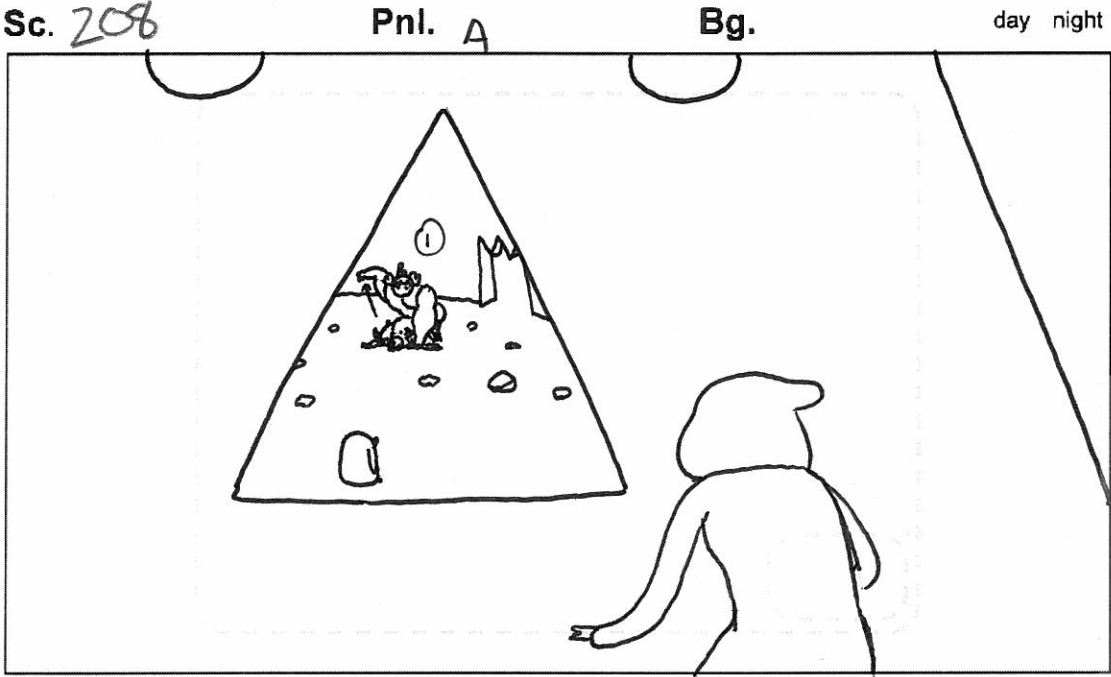




EPISODE #

Production :

1014-155

ADVENTURE TIME



Dialog:	IK / AHH!! GO HOME!! (punch punch)	IK/ YOV can go!! AHH!! (punch punch)
Action:		Gunter turns around 
Timing:		

EPISODE #

Production :

1014-155

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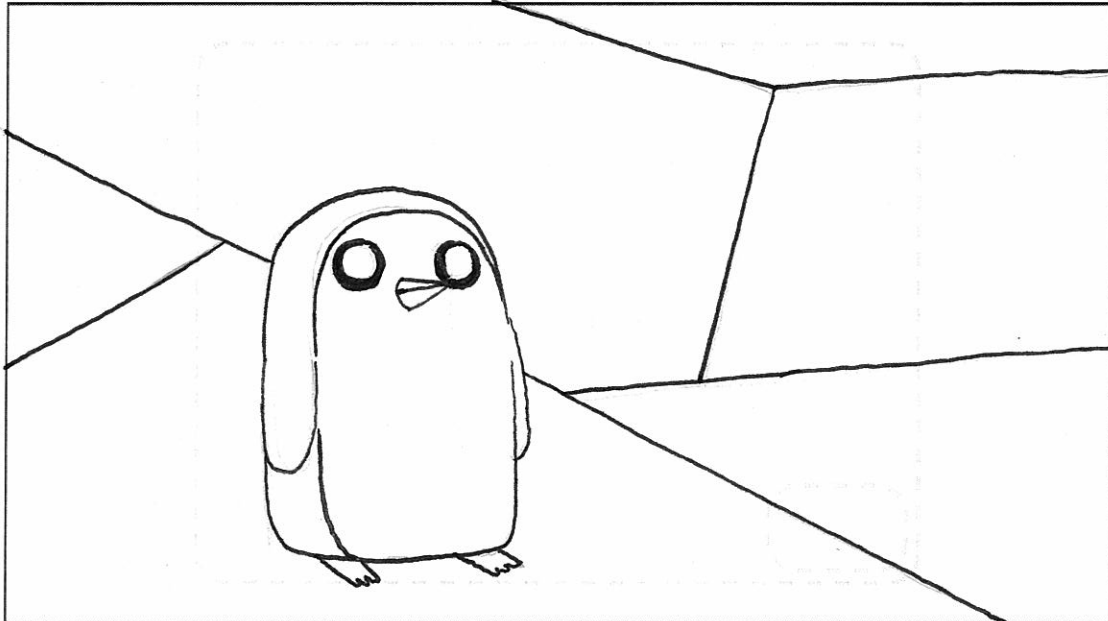


Sc. 209

Pnl. A

Bg.

day night

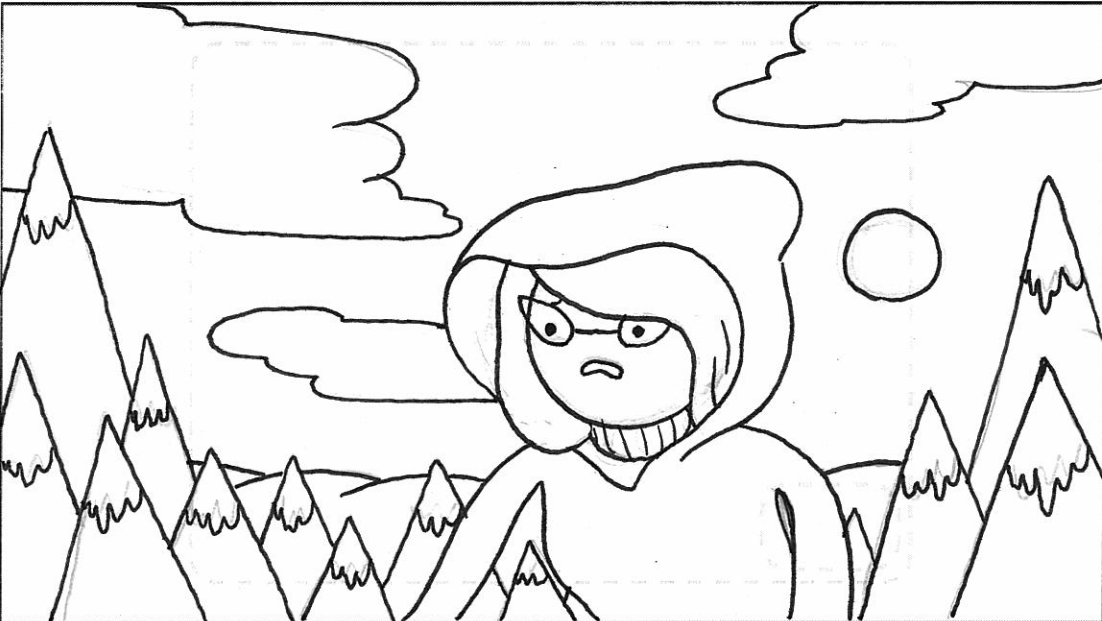


Sc. 210

Pnl. A

Bg.

day night



Dialog:	Ice King (os)/ GUAGHH!!	IK/ You're too big anyway!!
Action:		
Timing:		

EPISODE #

Production :

1014-155

# ADVENTURE TIME



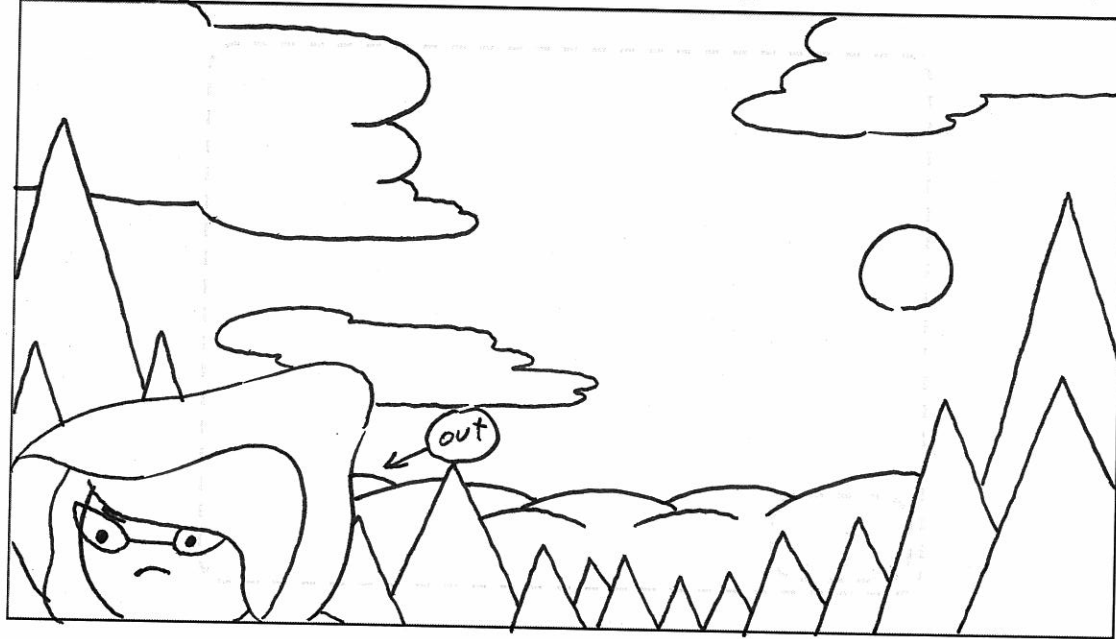
Page 232

Sc. 210

Pnl. B

Bg.

day night

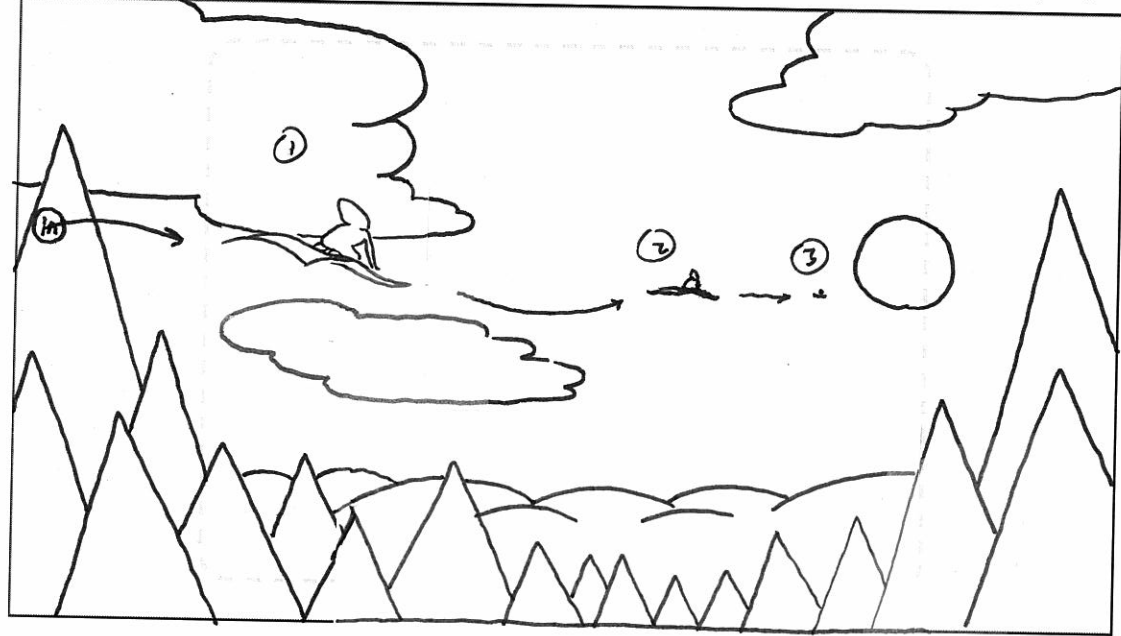


Sc.

Pnl. C

Bg.

day night



Dialog:

Ice King / AH##!!

Muscle princess! I'm out!

Action:

Timing:

EPISODE #

Production :

1014-155